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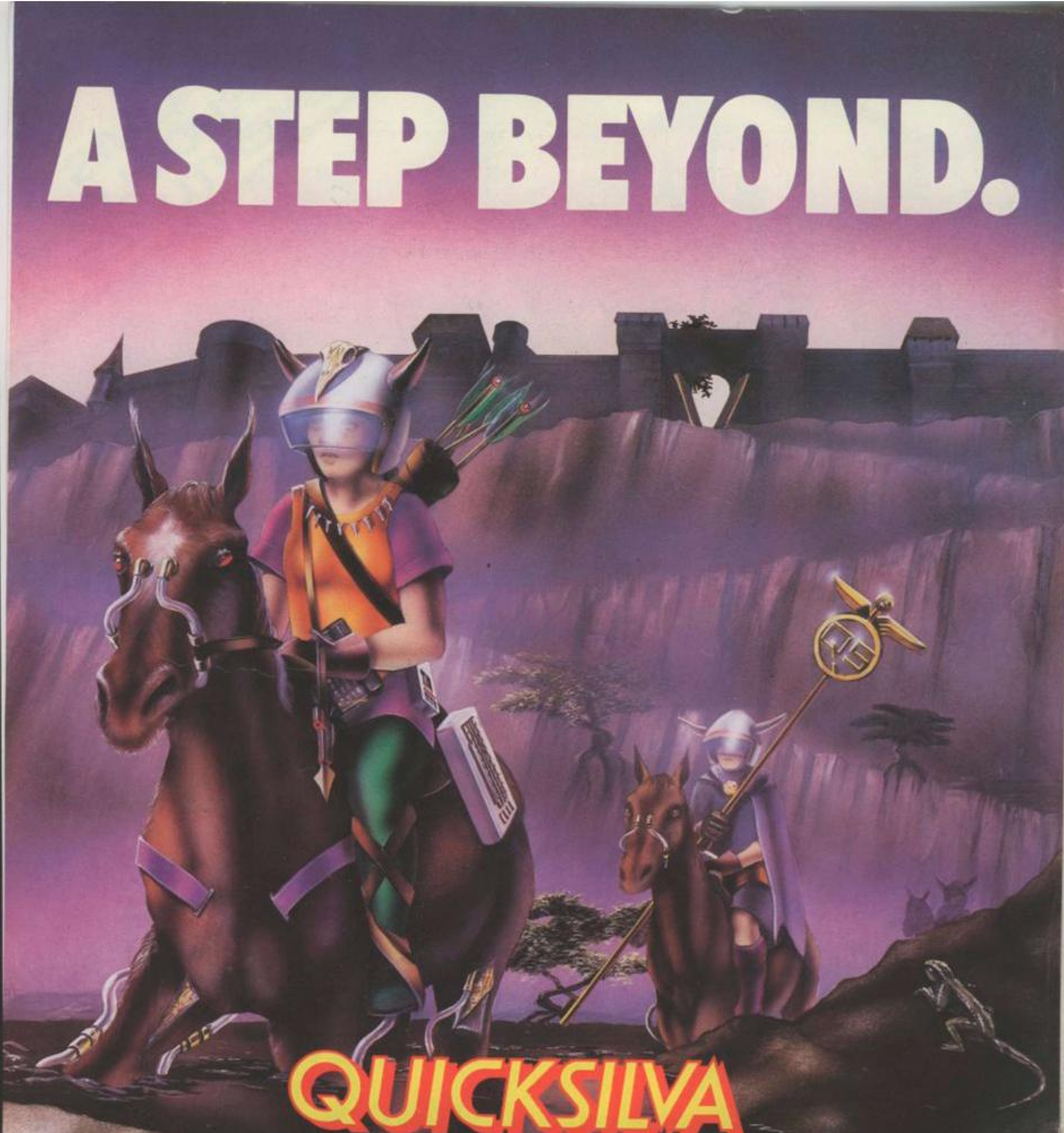
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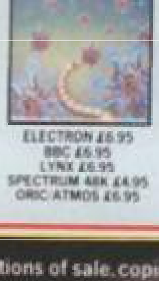
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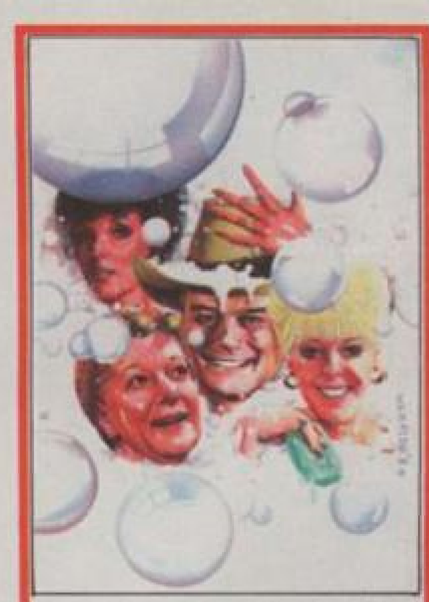

The cover illustration: What a soap opera these four could make together!

Illustrated by Bob Wakelin

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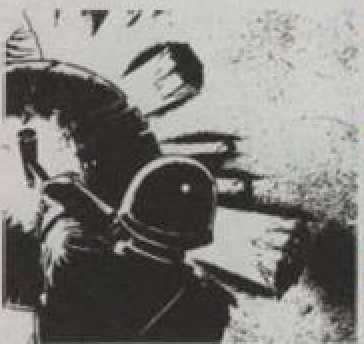

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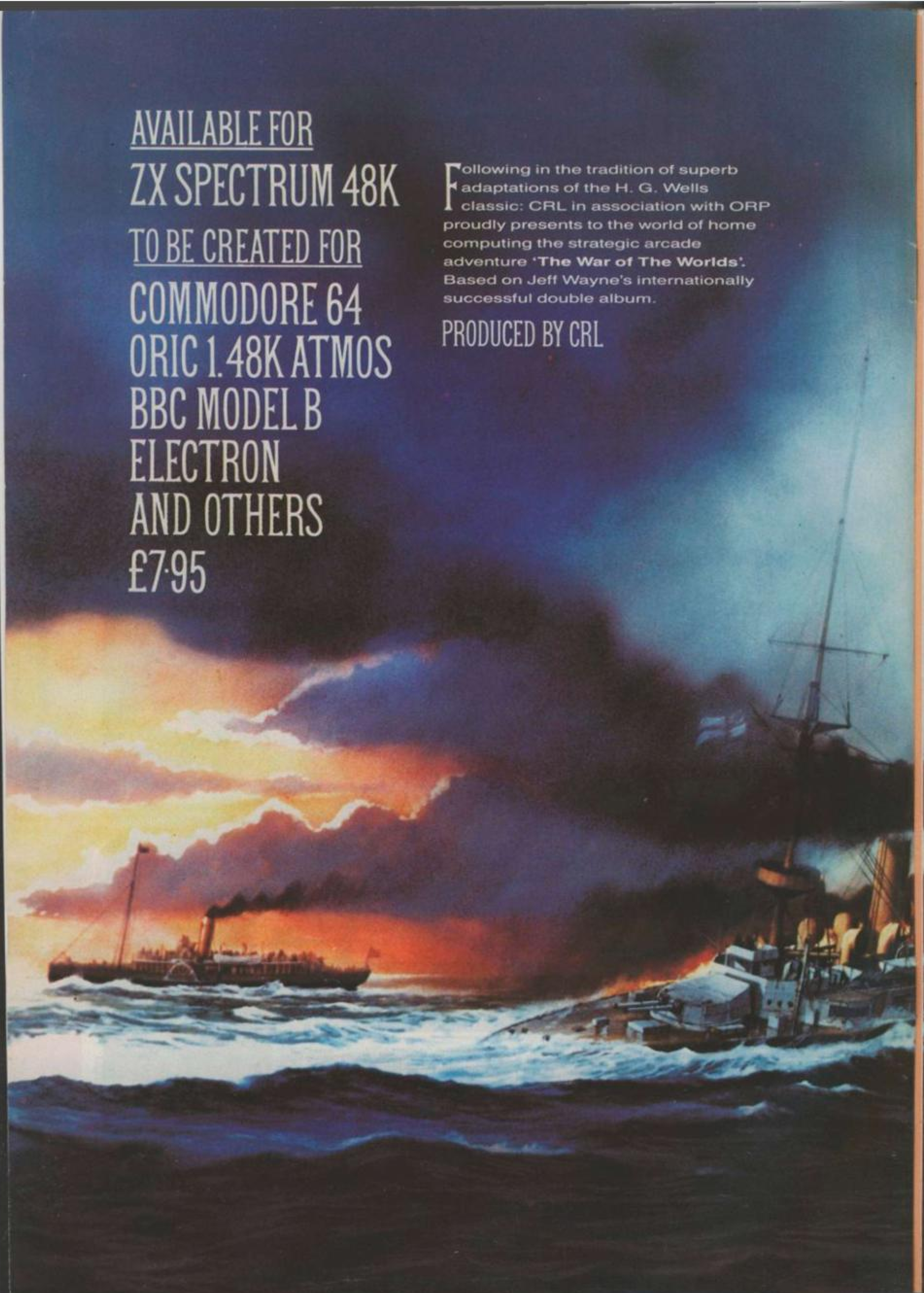

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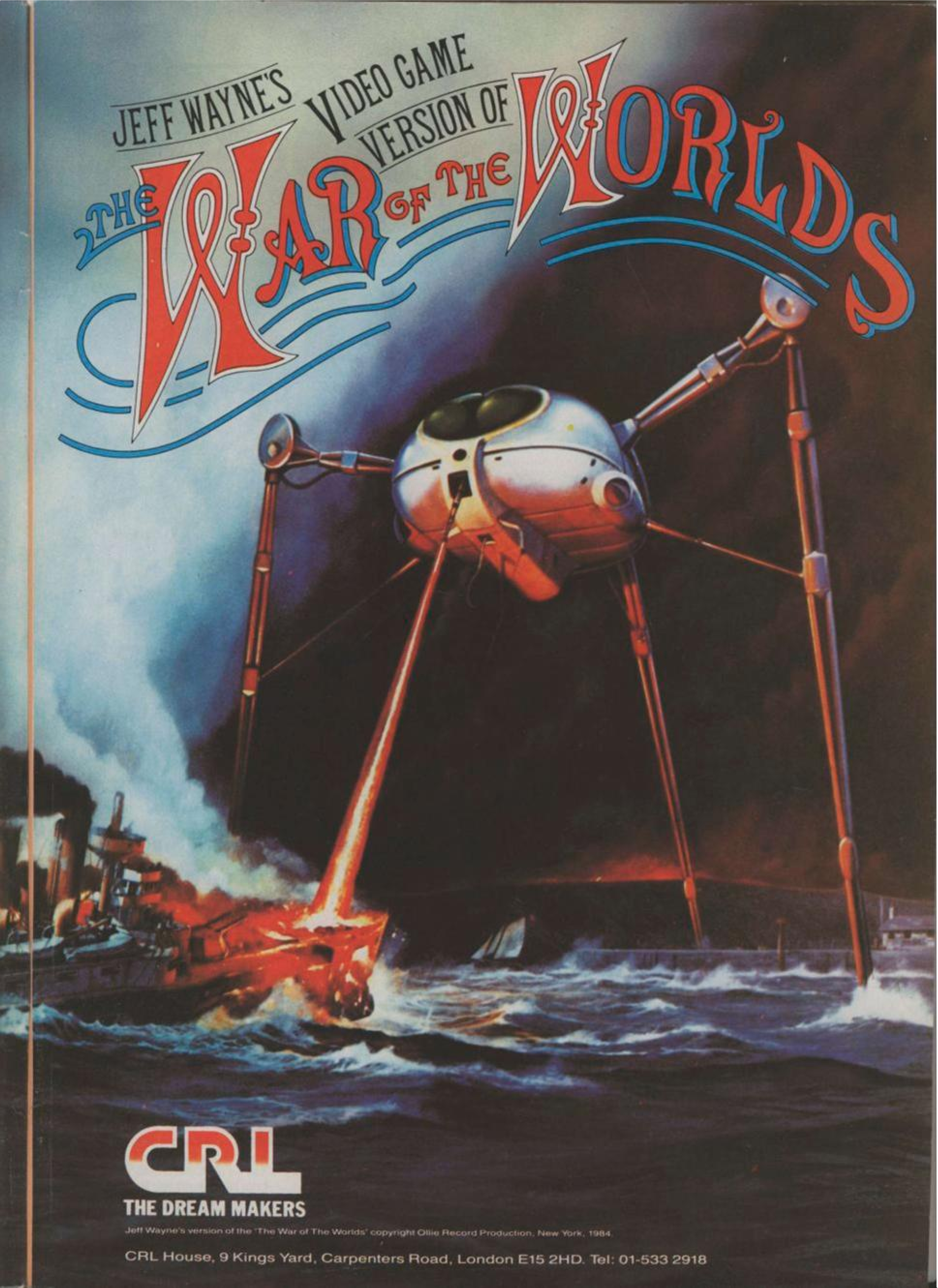
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WHERE IS ALL THE ACTION?

Dear Sir,
I've read and enjoyed your magazine for a couple of years now, but one thing that drives me nuts is reading what amazing new machines are in the arcades but never knowing in which arcades they are to be found. How about some details of where the arcades are placed and the games they stock?

I'm sure many people would appreciate it.

A. Irons,
Selly Oak,
Birmingham.

Editor's reply: OK, you've twisted my arm. Take a look at this month's Arcade Action.

PLEASE DON'T FORGET VIC!

Dear Sir,
I was reading through your June issue's letters page and read your reply to Stephen Wells' point on Vic-20 software buying. You didn't explain why "enough Vic-20 software was not being bought".

The reason that no single piece of software is being bought in large quantities is due to the narrow mindedness of a few conceited and greedy software houses. They think that the sole object of the industry is to make as much money as possible from a single game.

In a recent advertisement supplement in a leading magazine, Bug Byte asked for programs which did not require obscure hardware such as Vic+3k RAM++ joystick because it cuts down the market. Bug Byte seems to have forgotten the Vic-20 that brought them success in the early days. By today's standards, Bug Byte's programs for the Vic are very poor as are Imagine's and the Melbourne House games like *Cosmonaut*, for example.

I admit the Vic-20 has limited memory – all my friends have 16k expansions as do the majority of Vic-20 users which must be thousands.

It's a pity that an industry so promising could be tempted by money only. I appeal to all the software houses mentioned – produce just one really good Vic game each before the Vic-20 becomes an antique.

Dilraj Aujla,
Wraysbury,
Middlesex.

C&VG ON THE WARPATH

Dear Sir,
I have had my micro for about a year now and have bought *C&VG* for about the same length of time. While I think your magazine is by far the best for the games enthusiast, I feel you are missing out in one important area that some of your competitors are catching on to – war and strategy games.

In my opinion, computer software can be split into three broad categories, arcade, Adventure and war games. So, with arcade and Adventure admirably covered, it would be nice to see a feature covering this category.

If there was not enough material for a regular feature, perhaps there could be some reviews at periods of, say, three weeks. I hope you will be able to give this subject some consideration.

Keep up the excellent magazine!

P. Barraclough,
Wortley,
Leeds.

Editor's reply: We've already been training our reviewers for their first engagement with strategy games. So, don't be surprised if a war gaming column marches on to the pages of *C&VG* in the next few months.

HOW TO GET THOSE GRAPHICS

Dear Sir,
I have a Vic 20 + 16k RAM pack. I can get user defined graphics on a 3k expanded Vic by using this routine:

```
10POKE336869,255:POKE56,28:
   POKE52,28
20FORK=1 TO 32*8+7:
   POKE7168+K,PEEK
   (32768+K):NEXT
30REM*CHANGES"[" Into a
   U.D.G. man. *
40FOR K=O TO 7:READA:
   POKE7168,27*8+K,A:NEXT
50DATA28,28,8,28,42,73,20,34
```

When I switch to 16k, the memory map changes and this routine doesn't work. I have tried to convert it, but without success. Do you have a routine or some tips for achieving user defined graphics on a 16k Vic?

Alan Campbell,
Falkirk,
Scotland.

Editor's reply: Well, can anyone help Alan? Write in to *Mailbag* if you think you can.

PUZZLING OUT THE MANUAL!

Dear Sir,
I was interested by your reply to J P Hamilton as regards the Sharp MZ-700. As far as it goes, your reply – that the same graphics symbols can be used to clear the screen as on the MZ-80K – is correct. However, it is clumsy to say the least, going into graphics mode and back out into alpha. CLS is acceptable and is easier to use, so why not use it?

The MZ-700 manual puzzles me. It does not mention CLS, nor is there mention of TRON, TROFF and HEX $ (X), all of which are present. Nor does it tell you how to get the last 256 characters (POKE 93, PEEK (93) + 128). I am inclined to think the manual was written for the domestic Japanese machine which is not quite the same as the export model. Otherwise, it's certainly one of the simplest and most readable manuals I've ever seen (there are a few errors in the Monitor Program Assembly List).

Incidentally, there is some sense in the different names. I am currently evaluating the use of this machine for business use and my equipment consists of an MZ-700 (no cassette unit and no printer/plotter), a disc drive and an ordinary Sharp P6 printer (no expansion box needed). For those not prepared to write their own programs, there is now plenty of software, both games and business available, all written specifically for the MZ-700.

R H Hill
Woodford Green
Essex

Editor's reply: Thanks for the info Mr Hill. Watch out for more on the MZ-700 in *C&VG*!

THE TOP TEN DISASTERS?

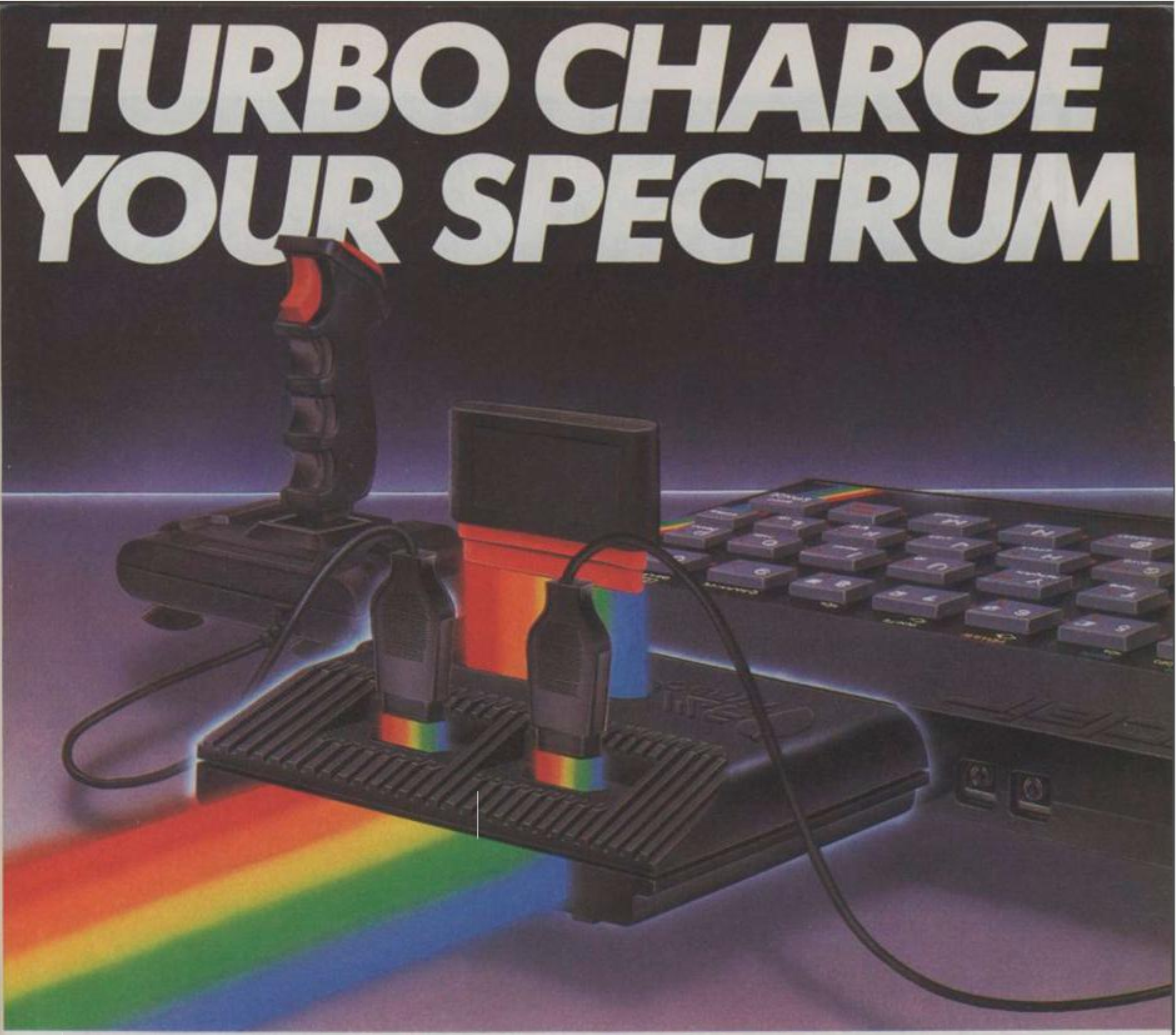
Dear Sir,
It is all very laudable rising to the defence of software houses in their battle against pirates. What about us? Yes! We readers who keep your bread buttered. What about protecting us from software houses that sell us mega-hyped rip-offs that make a Commodore "LOAD" screen seem exciting by comparison?

I suggest a Top Ten table of abnormally abysmal games. This would be compiled from readers' letters. There would, of course, have to be a chart for each of the popular micros. We wouldn't want BBC games dominating the page each month, would we?

M K Boyer
Norwich
Norfolk

Editor's reply: Does anyone agree with Mr Boyer? Let's have your comments. And let's have your top ten worse games too!

Please drop us a line at: Computer & Video Games, EMAP, Durrant House, 8 Herbal Hill, London EC1R 5EJ.



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VIDEO RACING FOR THE VIC?

Dear Sir,
After reading the brilliant article on video motor racing in June's *C&VG*, I wondered whether there were any of these around for the Vic-20. I haven't heard of any available for the unexpanded or expanded Vic-20 but if there are, could you please tell me the name of the program, the price and the supplier.

H. Y. Cheung,
Mitcham,
Surrey.

Editor's reply: The only one I know of is *Chariot Race* by Micro Antics at £6.95. Details on 09074 5147.

CUT OUT THE MIDDLEMAN

Dear Sir,
I am replying to a recent letter about expensive American soft/hardware – mainly Atari.

Most of the cost comes from shipping, import duty, wholesalers' and local dealers' profit.

So to overcome the expensive middlemen, all you need is an Access card, or know someone who has one, and a telephone. You will also need an American mag: preferably A.N.T.I.C. or Analog – these two are for Atari owners.

Find who sells the bits or bit you want and give them a ring. Remember there is a time difference! When they answer, tell them who you are and where you are (it always impresses the Yanks if you say you are British). Then ask about overseas mailing – they do it well. Order your things and then state three times your name, address and post code and ask him/her to read it back to you, including what you have ordered. This done, tell them to charge it to your Access card number. The only thing to do next is wait for the postman.

Don't order computers as they will run to N.T.S.C. standards and not P.A.L. The N.T.S.C. standards can be accommodated, though, if you have any knowledge of television, by using your old computer modulator part in place of the N.T.S.C. one.

Carl Hales
Long Eaton
Notts

CHARTING THE FAVOURITES!

Dear Sir,
I am currently trying to compile a chart for the following micros – BBC Dragon, CBM 64, Vic and Atari – which doesn't show the best selling games but people's favourite games. Obviously, the more people who give their favourites, the more accurate it will be. If anyone would like to participate, they can send their Top 20s to R. Fabian, Thirlmere, Hookshill Road, Paignton, Devon TQ 7NH.

Please make the chart out for one micro only and, if a copy of the finished chart is required, enclose a stamped addressed envelope.

R. Fabian,
Paignton,
Devon.

Editor's reply: What! A rival to the Daily Mirror/ *Computer & Video Games' Chart.* Over my dead body!

BRIGHT SPARKS FOR THE ATARI

Dear Sir,
For the very first time in my life, I have been compelled to write a letter to a magazine. It concerns the letter from Alan Pashby in your May issue. I too am an Atari owner and I cannot agree more with his wish that the English software houses should make available to us cheaper software than our American cousins, even if its quality is not the same.

You can therefore appreciate my joy on reading an advert, in the same issue, under the banner of US Gold, allowing us access to quality American software at a very cheap price, not only for the Atari but for the Commodore 64, too.

But the best was yet to come. My eyes nearly popped out when I saw a further advert from a new company called Creative Sparks – a British company no less – whose games for the Atari were all under £10, two of which were cartridges.

Well, as you can imagine, I was pretty knocked out – the future looks a hell of a lot rosier.

Let's face it, the Atari, with the possible exception of the BBC, is the best graphically and deserves a lot more British support, especially with the introduction of all these new machines.

One last word to Stuart Simpson, same issue. You can use old Atari games and about 99% of them work if you use the new Translator which is a tape or disc which boots in the old operating system and allows you to run the games.

Brendan Walshe,
Selly Oak,
Birmingham.

KITCHEN SINK DRAMA!

Dear Sir,
I have recently bought *Jet Set Willy* for my Spectrum. Sometimes, when I go into the kitchen, I start to lose my lives one by one.

My friends who have the game have also experienced this. Should this happen? If it is supposed to happen, what do I have to do before I can pass through the kitchen?

Shaun Davidson
Rainhill
Merseyside

Editor's reply: Well, is there anyone out there who can help Shaun out of his misery? Please write to *Mailbag* at the Herbal Hill address.

THE BEEB REVIEWED

Dear Sir,
After reading April's *C&VG*, I was annoyed to read *Games News!*

The BBC is underestimated by many people – the games that the reviewer had picked were pathetic.

I have an excellent version of *Zaxxon* called *Fortress* by Pace and a very good *Manic Miner* called *Blagger* by Alligata.

Why does your reviewer choose such games as *Pinball* (in the March edition)?

Other than this, I find your reviews very enjoyable to read.

Simon Stockwell
London

BONANZA FOR THE BEEB

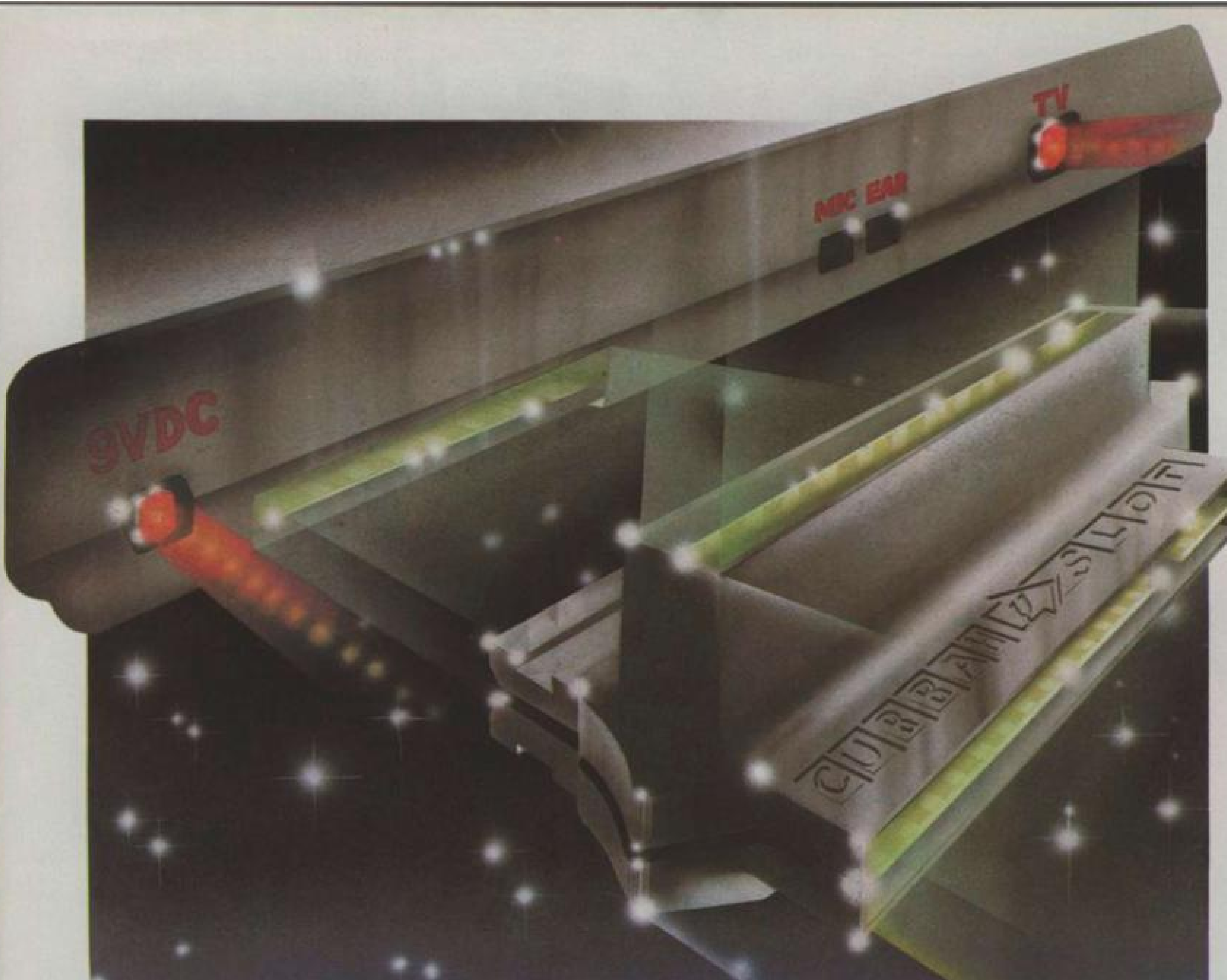
Dear Sir,
In your June issue, you published a review of *Fortress* for the BBC.

The reviewer stated that the BBC had been going through a bad patch as regards software and I agree with him. But he also said that there was no doubt that the BBC would continue in that direction.

Quite simply, he is wrong. Hasn't your reviewer noticed that many companies are now converting existing Spectrum and CBM 64 software to the BBC, eg Melbourne House, Ocean, Addictive Games etc. Also BBC companies have started producing more high quality games, eg Micropower who have just released *Ghouls* and *Jet Power Jack* and Superior Software who have released a batch of quality games including *Overdrive* and *Battletanks*.

In fact, I think that the Beeb owner has never had it so good as regards software.

Rufus Mills
Badminton
Avon



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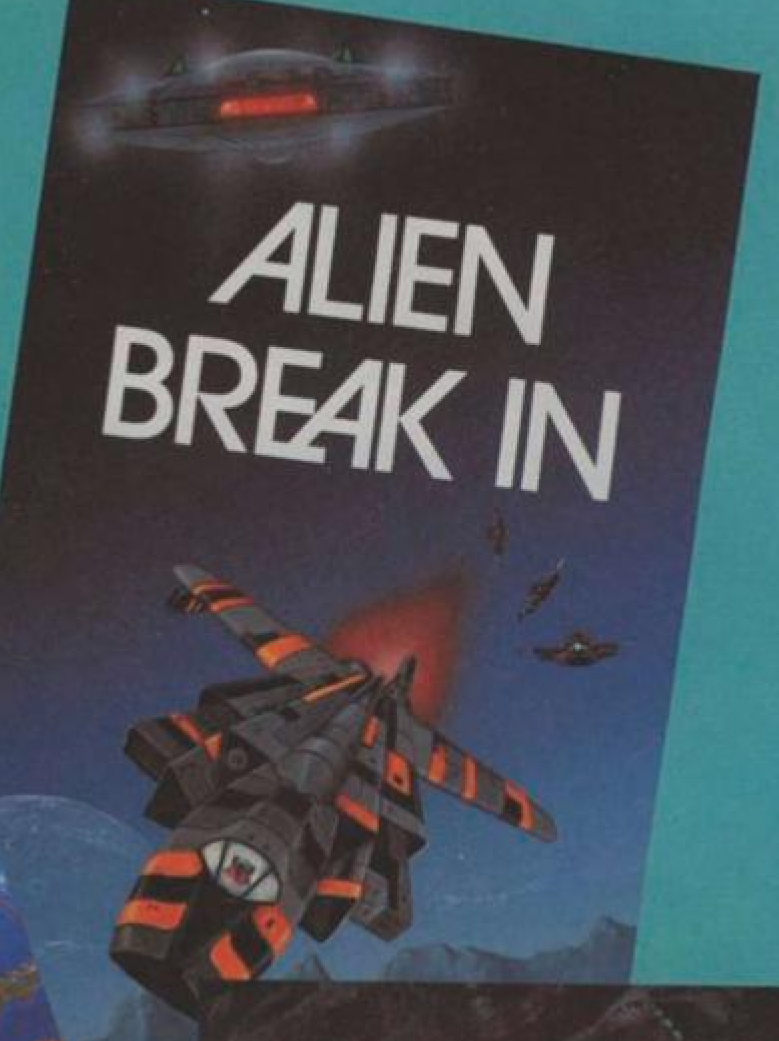
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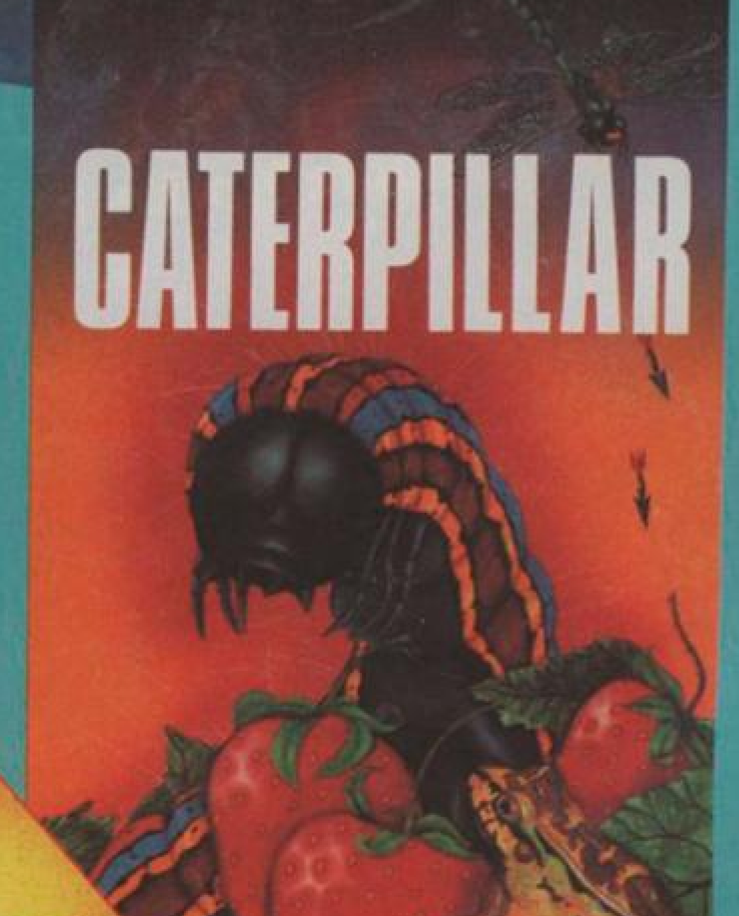
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DEBUGGING IN A HURRY

Dear Sir,
Here are some useful tips for the owners of any Atari home computer. For debugging programs, type in this program:

```
32500 POKE 764,255:X=0
32510 IF PEEK (764) 255
THEN LIST X:X=X+1:GOTO
32530
32520 GOTO 32510
32530 IF PEEK (764) = 28
THEN INPUT Z:Z-1
32540 POKE 764,255:GOTO
32510.
```

After typing it in, save it using 'LIST "C:",' and then, to merge it with the program for debugging, use 'ENTER C:",'. In direct mode, type 'GOTO 32500', then hold your finger on any key and see each single line scroll up.

If the program starts at a high line number or jumps to a much higher line number, press ESC and type in the first or next line number.

If you want to change a line, press BREAK, then do the editing and type CONT to continue the lines scrolling.

For debugging more quickly, type 'LIST' and then to stop and check, press CONTROL and 1 together which pauses the screen output. To start the scrolling again, press CONTROL and 1 together again. If you wish to edit a line, press BREAK and, using the facilities – EDIT!

Timothy Kingston
Nettleham
Lincoln

WHO KNOWS THE SCORE?

Dear Sir,
I am putting pen to paper because of a certain article that appeared in your June issue of *C&VG* entitled Join the Jet Set. You said, and I quote, "Professor Video has been talking to *Manic Miner* addict, Aonghas de Barra". If you call him an addict, I'm the Statue of Liberty.

When I added up the total of objects on his map, it came to 78. In my map, which I'm sure is right, the total comes to 80 and also Aonghas put too many objects in some rooms. Furthermore, he did not mention what happens when you go in and out of the attic, the fact that some monsters disappear and that entering some rooms kills you – for example, The Chapel, The Bridge, The Kitchens and To the Kitchens and Main Stairway.

My highest total of objects so far is 77 out of 80 – not bad, eh! Also Aonghas said he would phone Software Projects to say he had the correct total. There is a rumour at my school that the contest ended weeks ago.

John Stanton
Addington
Surrey

Editor's reply: You are right, John. The first to complete the game were Cameron Else and Ross Holman and there are 83 objects in *Jet Set Willy* – full details on the *Bug Hunter* page.

TURNING JAPANESE

Dear Sir
With regard to Alan Pashby's letter in the May issue of *C&VG*, I would like to point out that it would be better to buy BRITISH software so that all the country could benefit, not just his bit. Anyway, I don't think he is in much of a position to get all huffed up about English, American and Japanese software after going out and spending his money on a Japanese computer.

Some of us don't want the computer industry to end up like the motorcycle or camera industry—all Japanese!

Please could somebody tell this man, for his own sake, where Scotland, Wales and N. Ireland are and what Great Britain means!

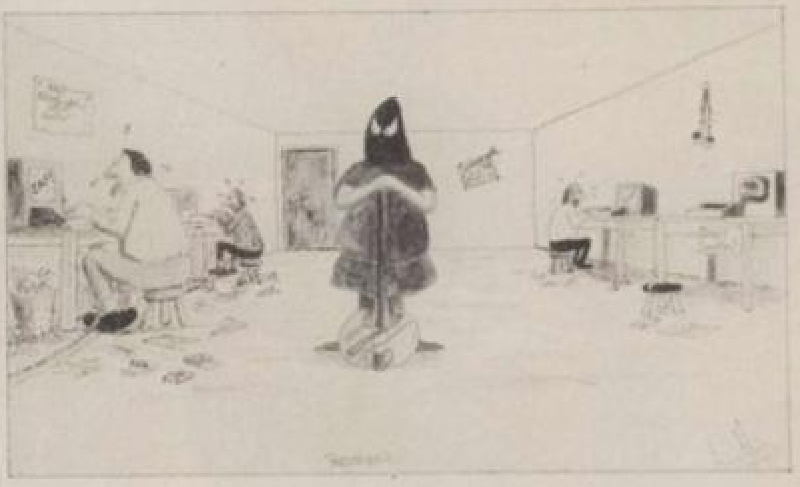
P. Shepherd
Aberdeen
Scotland

CRUELTY TO REVIEWERS!

Dear Sir,
I think your reviews are rather good.

A. Catling
Norwich
Norfolk

Editor's reply: Thanks for the super cartoon, Mr Catling, and your remarks about our reviews. Actually, we don't really chop off bad reviewers' heads but merely make them play Mastertronic's games for a month!



IMPOSSIBLE SCORES?

Dear Sir,
I would like to express my disgust at reading about people scoring 13,652,750 at *Jet Pac*.

I am good (or so I think) at this game and my best ever is just over one million and this took me more than two and a half hours to complete.

Assuming that the people playing the game achieved their scores twice as quickly as this, it would have taken them over 15 hours. How many people do you know who get up, play 15 hours of *Jet Pac* and then go to bed again? What happened to meal times?

I am even more disgusted that anyone can believe a score of 5,000,083 on *Manic Miner*. By my calculation, this would take over 40 hours.

R. Smith

Editor's reply: When we accept entries into the *Hall of Fame*, we do so on the understanding that these scores have been achieved legitimately and that the programs haven't been tampered with.

BEEPS FOR THE DRAGON

Dear Sir,
In answer to Jonathan Thomas' letter in your June issue, here is a program for the Dragon which will make the computer 'beep' each time a key is pressed:

```
10CLEAR 72,&H7FB8
20DATA34,36,8E,0,10,8E,0,
1,30,1,86,EO,B7
,FF,20,7F,1,12,7F,1,13,B6,
FF,23,8A,8,B7,
FF,23,B6,FF,1,84,F7,B7,
FF,1,B6,FF,3,84,
F7,B7,FF,3,73,FF,20,34,
10,30,1F,26,FC,35,
,10,10,BC,1,12,2D,EF,8C,
0,70,26,C5,35,36,
30FOR N=&H7FB9 TO
&H7FFF
40READA$:POKEN,VAL
("&H"+A$):NEXT
50POKE&H16B,&H7F:POKE
&H16C,&HB9:POKE&H16A,
&H7E
60'ON=POKE&H16A,&H7E
70'OFF=POKE&H16A,&H39
```

Miss E Hopkins
Canterbury
Kent

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*COMMODORE 64	£148 + VAT	(QT 3)
*BBC B	£315 + VAT	(QT 4)
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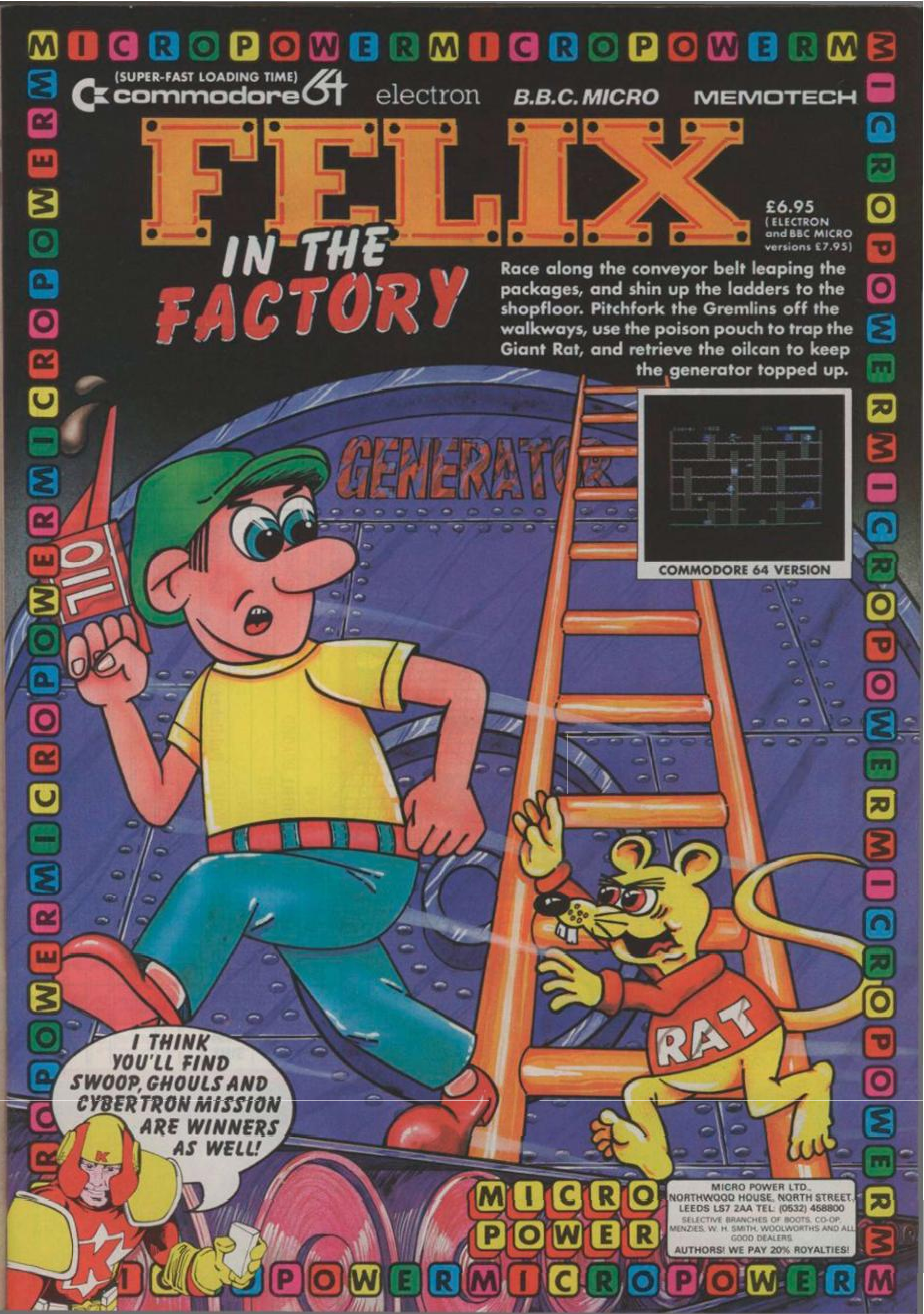
GENERATOR
OIL
RAT
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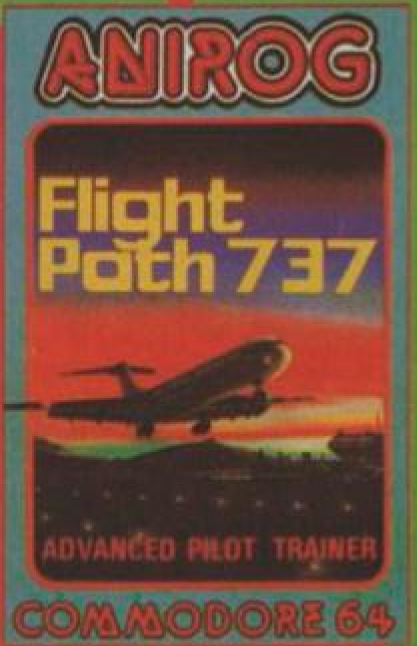
DAILY Mirror

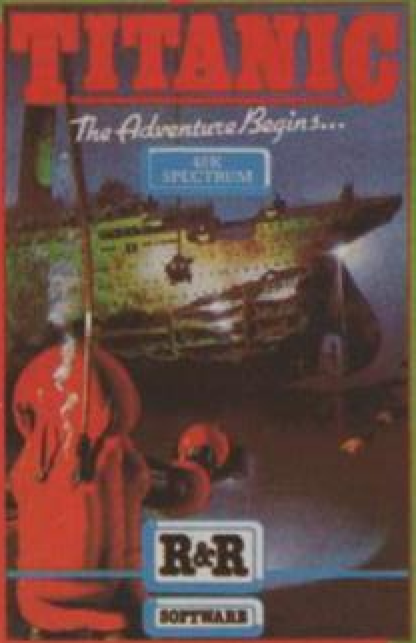
COMPUTER & VIDEO GAMES

SOFTWARE TOP 30


ANIROG
Flight Path 737
ADVANCED PILOT TRAINER
COMMODORE 64

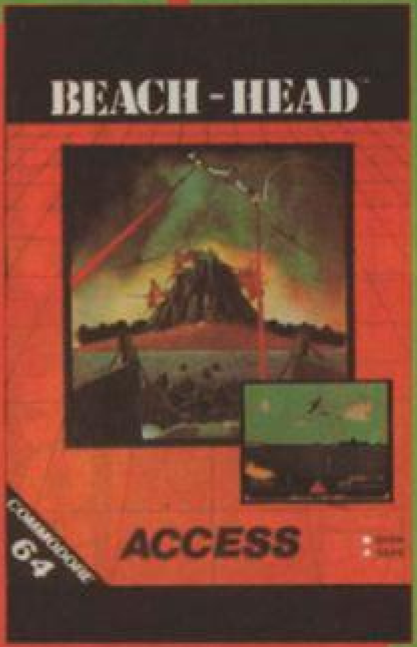
48K-EX SPECTRUM
AD ASTRA
GARGOYLE GAMES

THIS WEEK	LAST WEEK	WEEKS IN CHART	TITLE Publisher	Computer	SPECTRUM	VIC 20	CMMDRE 64	ELECTRON	ATARI	DRAGON	ORIC	BBC	OTHER
					(Available on)								
1	1	7	JET SET WILLY SOFTWARE PROJECTS	(Spectrum)	●								
2	—	1	SABRE WULF ULTIMATE	(Spectrum)	●								
3	16	3	PSYTRON BEYOND	(Spectrum)	●								
4	3	8	FIGHTER PILOT DIGITAL	(Spectrum)	●								
5	7	7	NIGHT GUNNER DIGITAL	(Spectrum)	●								
6	—	1	FORTRESS PACE	(BBC)								●	
7	6	5	TRASHMAN NEW GENERATION	(Spectrum)	●								
8	9	2	BEACHHEAD U.S. GOLD	(Commodore 64)			●						
9	19	2	[illegible]	[illegible]	●								
10	5	6	CODE NAME MAT MICROMEGA	(Spectrum)	●								


TITANIC
The Adventure Begins...
48K SPECTRUM
R&R SOFTWARE

ONLY THE BEST BECOME A
FIGHTER PILOT
48K SPECTRUM
BY DK MARSHALL
DIGITAL INTEGRATION

TERMINAL SOFTWARE
TRIPLE TOURNAMENT
TERMINAL


BEACH-HEAD
ACCESS
COMMODORE 64

8	9	2	BEACHHEAD U.S. GOLD	(Commodore 64)			●						
9	19	2	MUGSY MELBOURNE HOUSE	(Spectrum)	●								
10	5	6	CODE NAME MAT MICROMEGA	(Spectrum)	●								
11	2	3	INTERNATIONAL SOCCER COMMODORE	(Commodore 64)			●						
12	18	6	BLADE ALLEY P.S.S.	(Spectrum)	●								
13	14	2	JACK AND THE BEANSTALK THOR	(Spectrum)	●								
14	11	2	FLIGHT PATH ANIROG	(Commodore 64))			●						
15	—	1	BLAGGER ALLIGATA	(BBC)			●					●	
16	4	7	MANIC MINER BUG BYTE/SOFTWARE PROJECTS	(Spectrum)	●		●						
17	17	7	BLUE THUNDER RICHARD WILCOX	(Spectrum)	●		●		●				
18	15	8	ATIC ATAC ULTIMATE	(Spectrum)	●								
19	13	3	AVIATOR ACORNSOFT	(BBC)								●	
20	8	7	SPACE PILOT ANIROG	(Commodore 64)			●						
21	—	1	LORDS OF MIDNIGHT BEYOND	(Spectrum)	●								
22	—	7	HUNCHBACK OCEAN	(Commodore 64)	●		●			●			
23	—	1	ANT ATTACK QUICKSILVA	(Spectrum)	●								
24	12	8	CHEQUERED FLAG PSION	(Spectrum)	●								
25	—	1	MOON ALERT OCEAN	(Spectrum)	●								
26	23=	3	SON OF BLAGGER ALLIGATA	(Commodore 64)	●		●						
27	—	7	ALCHEMIST IMAGINE	(Spectrum)	●								
28	23=	4	FOOTBALL MANAGER ADDICTIVE GAMES	(Spectrum)	●							●	●
29	—	1	BLAGGER ALLIGATA	(Commodore 64)			●					●	
30	21	2	AD ASTRA GARGOYLE	(Spectrum)	●								

THOR
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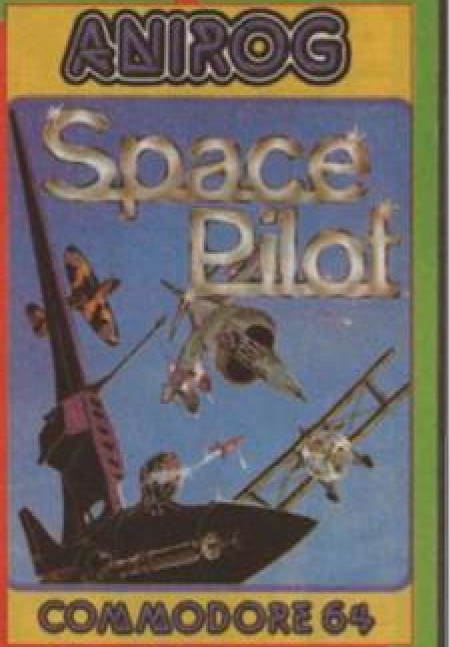
JACK AND THE BEANSTALK
CURRAH μSPEECH


ANIROG
Space Pilot
COMMODORE 64

STARZONE SOFTWARE
ZAXXAN
74, Wallingford Rd SHILLINGFORD Oxford
ZX SPECTRUM 48K

Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.
Information compiled by N.O.P. Market Research Ltd.

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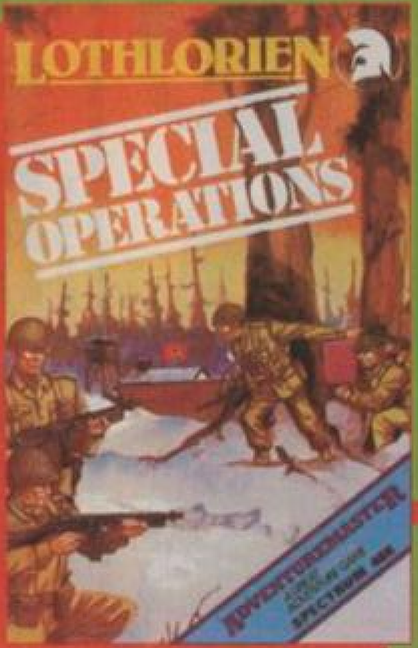

LOTHLORIEN
SPECIAL OPERATIONS
ADVENTUREMASTER
SPECTRUM 48K

HOLD YOUR BREATH!

The micro music contest featured in April's issue of *C&VG* has turned into a long-running saga.

As we told you in our last issue, we have received several hundred entries – and they are still flooding in!

So, we've decided to postpone announcing the results until our September issue to give all of them a fair hearing.

Vince Clark of *The Assembly* will be giving us a hand in the final judgement. So if you have entered, don't miss September's *C&VG*.

VOYAGER
SUPER SOFTWARE QUIZWORD

Don't say *Computer & Video Games* never does anything for its readers!

Where else could you find over £2,000 worth of games software on offer? Our friends at **Voyager Software** – those people from the part of the country which brought you the Beatles, Brookside and now the Mersey-Byte – have given us £2,000 worth of their best games to pass on to you, the *C&VG* reader.

All you have to do is complete the amazing **Voyager Software Quizword**! Each letter in the quizword is hidden among the titles of six **Voyager** games. We're helping you out by providing some cryptic clues which you'll find elsewhere on this page.

When you've filled in the quizword, it should tell you the name of a very well-known computer and a new **Voyager** game for that machine.

Once you've worked it all out, quickly rush off the completed quizword and the coupon to Voyager Quizword, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Please mark your envelope clearly with the make of the computer you own.

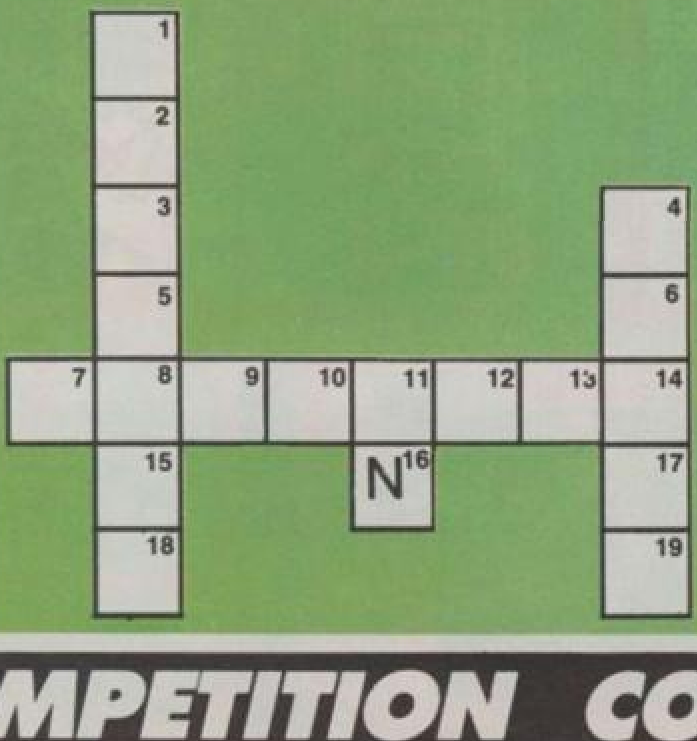
Closing date for the contest is August 16th. Normal *C&VG* competition rules apply and the editor's decision is final so no correspondence will be entered into.

Here are the names of the Voyager games that hide the letters you'll need to fill in the quizword. **AVENGER, CRAZY CRANE, MOWER MANIA, ALTAIR 4, GRAB IT, QUASAR.** Read on for the cryptic clues . . .

CRYPTIC CLUES

Square	**Clue**
1. 6.	Get hold of the last letter of this game!
2. 13. 17.	Voyager titles have seven of these.
3. 14.	This letter is round so you should have no bovver finding it!
4.	This one stands for the AA!
5.	It's not me! Looking for a star letter . . .
7. 8.	Boast about re-arranging GRAB and take the first letter.
9. 12.	Could this letter start a lunatic machine?
10.	A letter to a lawn cutter.
11.	Get hold of the next letter in the title.
15.	Second letter in numbered title.
16.	A "freebie" to start you off – "N"!
18. 19.	Makes a basket of fish into a lifting machine.

(The "square" numbers refer to the squares in the quizword.)



AVENGER

MOWER MANIA

ALTAIR 4

CRAZY CRANE

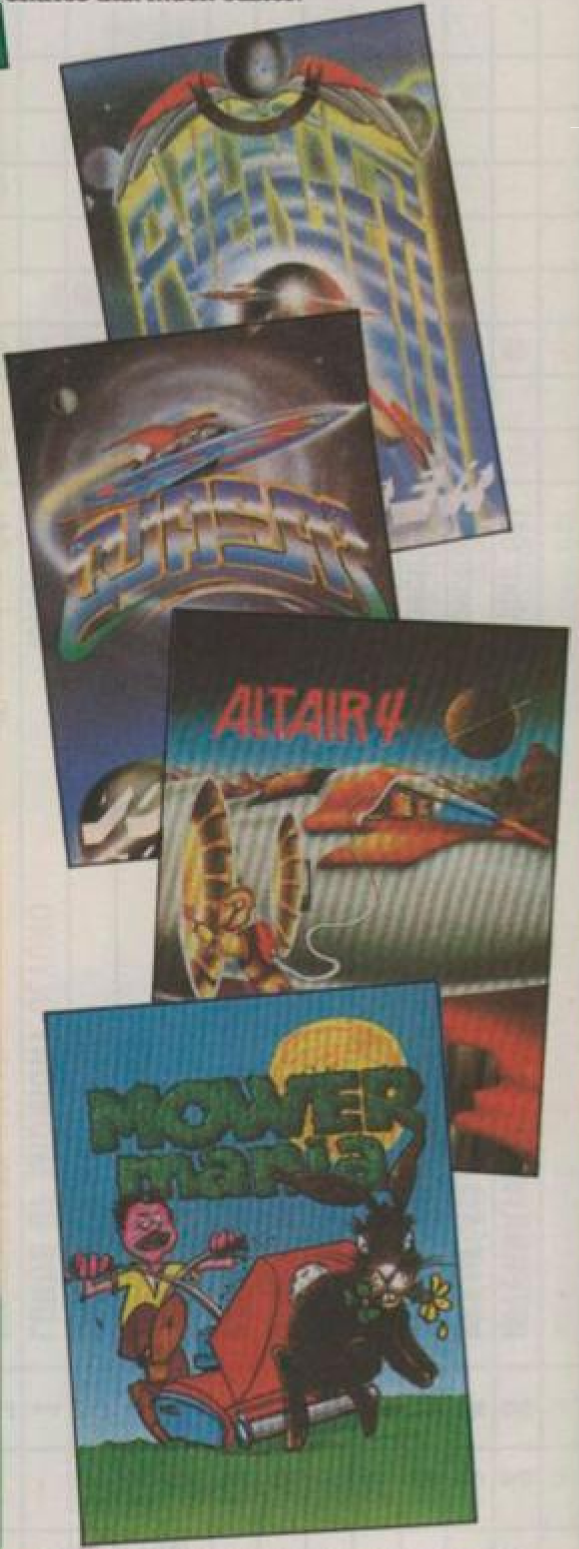
GRAB IT

QUASAR

THE PRIZES

Voyager are giving away 65 copies – yes 65! – of the following games to *C&VG* readers who solve their quizword. 65 *Mower Manias* for the 8k Vic! 65 *Altair 4*s for the Commodore 64! 65 *Quazars* for the Commodore 64! 65 *Avengers* for the Dragon 32! 65 *Crazy Cranes* for the Spectrum! What a bumper bundle!

Please remember to mark the OUTSIDE of your envelope with the make of micro you own. It makes sorting your entries that much easier!



C&VG/VOYAGER SOFTWARE QUIZWORD CONTEST

Name ....

Address ....

....

Micro you own: (tick box) Vic-20 ☐
Commodore 64 ☐ Dragon 32 ☐
Spectrum ☐

Please send this coupon with your completed quizword.

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NEW: 64 TOP OF THE POPS—even bigger and better	5.99

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CG142

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CG193

U.S. GOLD American Software

THE WAR OF THE WORLDS

The H. G. Wells classic sci fi thriller – *The War of the Worlds* – is now available as a Spectrum game and you can win one exclusively in this issue of *Computer & Video Games.*

The game is a joint venture between musician Jeff Wayne – the man behind the *War of the Worlds* LP – and East London software house, CRL.

Jeff Wayne had the idea of a video game version of his record two years ago and talked to several top American software houses about the project.

Unhappy with the offers he received, as they tended to carve him out of the creative side of the project and wanted merely to use the Jeff Wayne name and the rights that went with it to *WOW*, he decided to put the idea on ice.

It was on his return to the UK after a long spell in the US that Wayne met CRL boss, Clement Chambers – who had been thinking independently of a *WOW* computer game.

The game bears much evidence of Wayne's involvement in the project – with several interesting jingles and musical scores miraculously squeezed out of the Spectrum's puny speaker.

WOW looks set to become a major success for CRL and Jeff Wayne, which is due in large part to the excellent game created by programmer Nigel Taylor. Many companies have learnt to their cost that it's no good simply tying up the rights to a hot book or film. Without a good program to go with it, the title is as likely to flop as any other mediocre release.

WOW won't flop because, as Jeff Wayne generously points out, "the game stands by itself . . . it's a very good program in its own right".

WOW is an Adventure-style game with animated graphics. If you want to go east, then you press the direction keys to walk in that direction.

Without wishing to give the game or the book away (if you only ever read one sci fi book read this), you play the part of a journalist who stumbles across an alien invasion. Like any true romantic faced with the prospect of Armageddon, he can only think of one thing – finding his beloved Carrie.

Six locations must be visited in the correct order if he is to find Carrie and he must dodge the Martian Fighting Machines as he travels.

The action is animated so that when "a ghostly death ray" spits from one of the Martians, you see this actually happening.

The game runs on the 48k Spectrum but will also be available for the 64, Oric/Atmos, BBC, Electron and MSX machines later in the year.

We have five first prizes of a copy of the game, Jeff Wayne's record of the *War of the Worlds* and a copy of the book, 15 second prizes of *War of the Worlds* and 25 third prizes of CRL's other recent release – *Glug Glug.*

To win, all you have to do is answer the questions about H. G. Wells and his famous book which are written beneath the screens from the game. Write your answers on the form below and send off to *Computer & Video Games, WOW* Competition, 8 Herbal Hill, London, EC1R 5EJ.

1. What are the "chances of anything coming to Earth"?
2. What do the H. G. in H. G. Wells stand for?
3. Where did the *WOW* aliens come from?
4. *WOW*'s programmer looks more like which famous pop star?
   a) Boy George, b) Simon Le Bon, c) Fergil Sharkey

WOW COMPETITION

Name ....

Address ....

....

....

Answers

1. ....
2. ....
3. ....
4. ....

Lose yourself in the world of Activision.

ACTIVISION.

Your computer was made for us.

ROBOTS ALL ROUND!

Judging by the response to the robot competition held in the June issue, it seems that every man and his dog would like to own a Tomy VRR – the cutest droid ever.

The correct answers were, in order, Robbie the Robot, Marvin, Metal Mickey and R2D2.

There were seven prizes up for grabs thanks to Tomy who promised two Tomy Voice Recognition Robots, two Robo Armatrons and three giant Zrks.

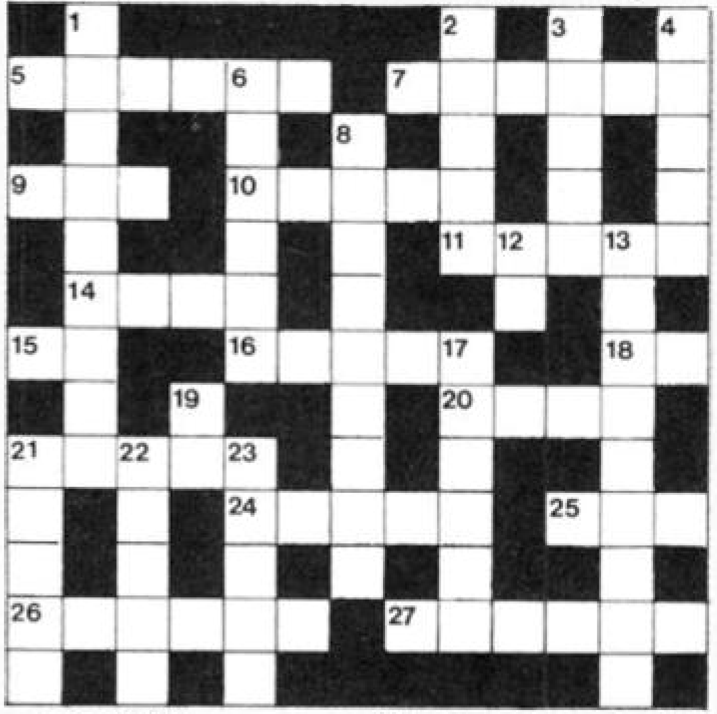
There was a wide variety of names suggested, ranging from the ordinary to the extraordinary but the two that caught the Supreme Android's fancy were Gee-Pee-O from Mr M. Baker, Watford, Herts and CLARE (Chief Lackey and Reader of Entries!) from Paul (don't believe you've got a robot) Thomson from Kidderminster, Worcs. Congratulations – you'll soon have a small run-around pet to keep you company!

Continuing the theme of competition helper, the two winners of the Robo Armatrons were Michael Switzer, Southampton, Hants with ERICC (Electronic Robot In Charge of Competitions) and Stuart Holman, Bromham, Bedford with SAM (Super Automated Mailman).

And finally the giant Zrks. Many entries came in with a suggested name of Tobor (robot spelt backwards) but the first one we came across was from Steven O'Connor, Barnsley, Yorks. Darren Price from Chellaston, Derby suggested Sortron – also a very popular name – and CAESAR (Computerised And Electronic Super Automatic Robot) won the last Zrk. Well done Philip Walker from Preston, Lancs.

CROSSWORD

This is the first in a series of brand new *C&VG* crosswords. The first three correct answers out of the *C&VG* memory bin will get an amazing "The Champ" tee-shirt. Just send your completed crossword to *Computer & Video Games*, Crossword, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

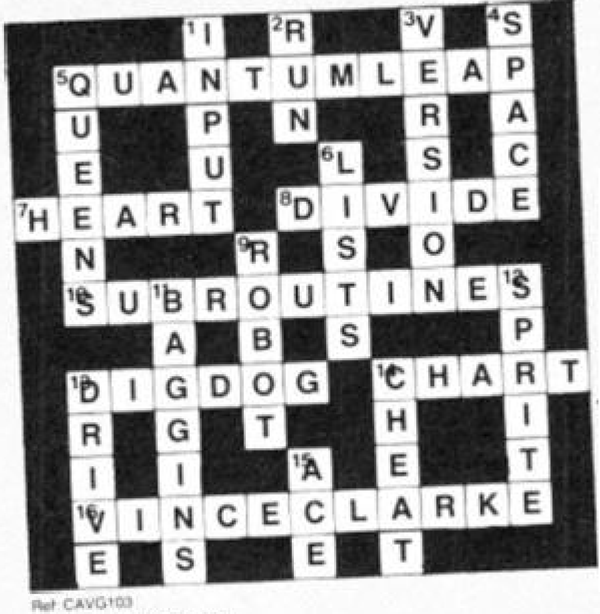


Clues — Down

- **1. The Hunchback of Notre Dame (9)**
- **2. Hardware or software failure (5)**
- **3. Teletypewriter exchange (5)**
- **4. Computer owners (5)**
- **6. It could be integer, real or imaginary (6)**
- **8. Quest for a sort of computer game (9)**
- **12. Alien film-star (2)**
- **13. Program to translate symbolic instructions into machine code (9)**
- **17. Code which 13 changes to object code (6)**
- **19. Personal computer (2)**
- **21. Brand name of the TRS-80 (5)**
- **22. Aircraft early-warning system (5)**
- **23. Large wading bird (5)**

Clues — Across

- **5. and 7. Across. Variant dromedaries get their revenge in a computer game (6, 6)**
- **7. See 5. Across**
- **9. Extra-sensory perception (3)**
- **10. A or B for 25 (5)**
- **11. Micro and calculator manufacturer in US state? (5)**
- **14. A puzzle to find a way out of (4)**
- **15. A turn in a game (2)**
- **16. Lord of the ..... J. R. Tolkein (5)**
- **18. Science fiction (2)**
- **20. Giant man-eating monster (4)**
- **21. It lights up tunnels in 8 games (5)**
- **24. Mistake (5)**
- **25. Acorn computer (3)**
- **26. Micro encountered in 8 games? (6)**
- **27. Rich socialites with Willy in a computer game (3, 3)**



Ref CAVG103
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BC BILL FOR FREE!

Just occasionally you'll find yourself threatened by caveman instincts which, in this modern day society, we tend to curb. However, Imagine Software has come up with the answer to help all those who feel like leaping out of their front doors dressed in animal skins, ready to club the first bit of food that trundles past.

We've got 200 copies of *BC Bill* – 100 each for the Commodore 64 and Spectrum – the game from Imagine that transports you right back to the days of the dinosaurs and even larger nasties.

If you feel the need to join BC Bill out in the wilds, rush the coupon below to BC Bill, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. **Your envelope must be marked with the micro you own.** The first 100 entries into the office for each machine will receive a copy of the game. So get your loincloths on!

FREE BC BILL OFFER

Name ....

Address ....

....

....

Micro you own ....

....

In the June issue we ran a computer-orientated crossword and this time we didn't print the results on the next page!

The first three correct crosswords to be pulled from the memory bin have won three of those fantastic "The Champ" tee-shirts.

Congrats to John Weiss from Clwyd, Murray Macdonald from Scotland and David Shortman from Hull. The tee-shirts are on their way.

The next crossword will be in the August issue so get your thinking caps washed, ironed and ready if you want to win a frabjous prize!

THE
DALLAS
QUEST

So you want a whole lot of soap, do you? Well, here's your chance to get some and get some kicks too in our great *Dallas/Bruce Lee* competition.

Dallas and *Bruce Lee* are the latest games from Datasoft – and we've managed to get our hands on some early copies of the games just for *Computer & Video Games* readers.

Dallas is a graphic adventure-style game in which you have to take on the might of J.R. and attempt to become as rich and famous as he is. In *Bruce Lee* you have to use all your Kung Fu skills to defeat the evil massive Green Yamo! Both are great games and run on the Commodore 64 and Atari range.

So what do you have to do? We've hidden J.R.'s stetson and an oriental dragon somewhere in the magazine. If you can find them and tell us the page number, then you could be one of our winners. It's as easy as that! Look carefully – we've hidden them well! Once you've discovered the hat and the dragon, fill in the coupon below and send it to *Computer & Video Games, Dallas/Bruce Lee* Contest, Durrant House, 8 Herbal Hill, London, EC1R 5EJ. Closing date for the contest is August 16th. The editor's decision is final and no correspondence will be entered into.

Please mark your envelope with the make of micro you own.

DALLAS/BRUCE LEE COMPETITION

Name ....

Address ....

....

J.R.'s hat is on page ....

The dragon is on page ....

Type of micro you own ....

....

MICRONET 800

SEE YOUR NAME IN LIGHTS

Have you got a game program you know will knock the socks off everyone who gets to play it? Or perhaps you've got a half finished listing which is going to be the game of the century once you've got around to completing it? Maybe you've just got a great idea for a game and need a final incentive to sit down at your keyboard and work it out?

Well, here at *Computer & Video Games* we're quite good at providing good incentives, as our previous competition winners will tell you!

A few months ago, we got together with **Micronet 800**, the new system which brings software to your home via the telephone lines, and put together a package of prizes. The response was good – but Micronet want more! So we're relaunching the competition this issue.

Here's what we want you to do. Simply look out your best games listing – or get cracking and write a new one. The more original your game is the better – but we're always happy to see a well turned out version of a classic game.

Fill in the coupon and mail it with a tape of your game, instructions on how to play it, a listing of your program if you have a printer and, most importantly, your name, address and telephone number.

Then send everything off to *Computer & Video Games* Programming Competition, Micronet 800, 155 Farringdon Road, London EC1R 3AD.

The competition is open to Spectrum, BBC, Tandy, Apple and Commodore Pet owners. All these micros are compatible *with the Micronet 800 system.*

Now for the best part – the prizes! First prize winner will get a Prism Modem 1000 which will link his, or her, micro to the Micronet 800 system, plus a year's subscription to Prestel/Micronet 800. The winning program will appear on the Micronet system so the author's name will go up in lights!

Second and third place winners will get a modem plus games software for their micros from the *Computer & Video Games* vaults. Fifth to eleventh place programmers will get elegant Micronet 800 tee-shirts. And all the best programs will go on to the Micronet 800 system, complete with credits for their authors. So everyone's a winner!

Each entrant will receive details of the Micronet 800 system and what it offers the micro owner.

Closing date for the competition is September 16th 1984 and we'll need about a month to sort through your programs.

Name ....

Address ....

.... Telephone ....

Name of game .... Micro it runs on ....

No of K needed .... Other equipment (add-ons, joysticks etc)

....

....

Any other information ....

....

....

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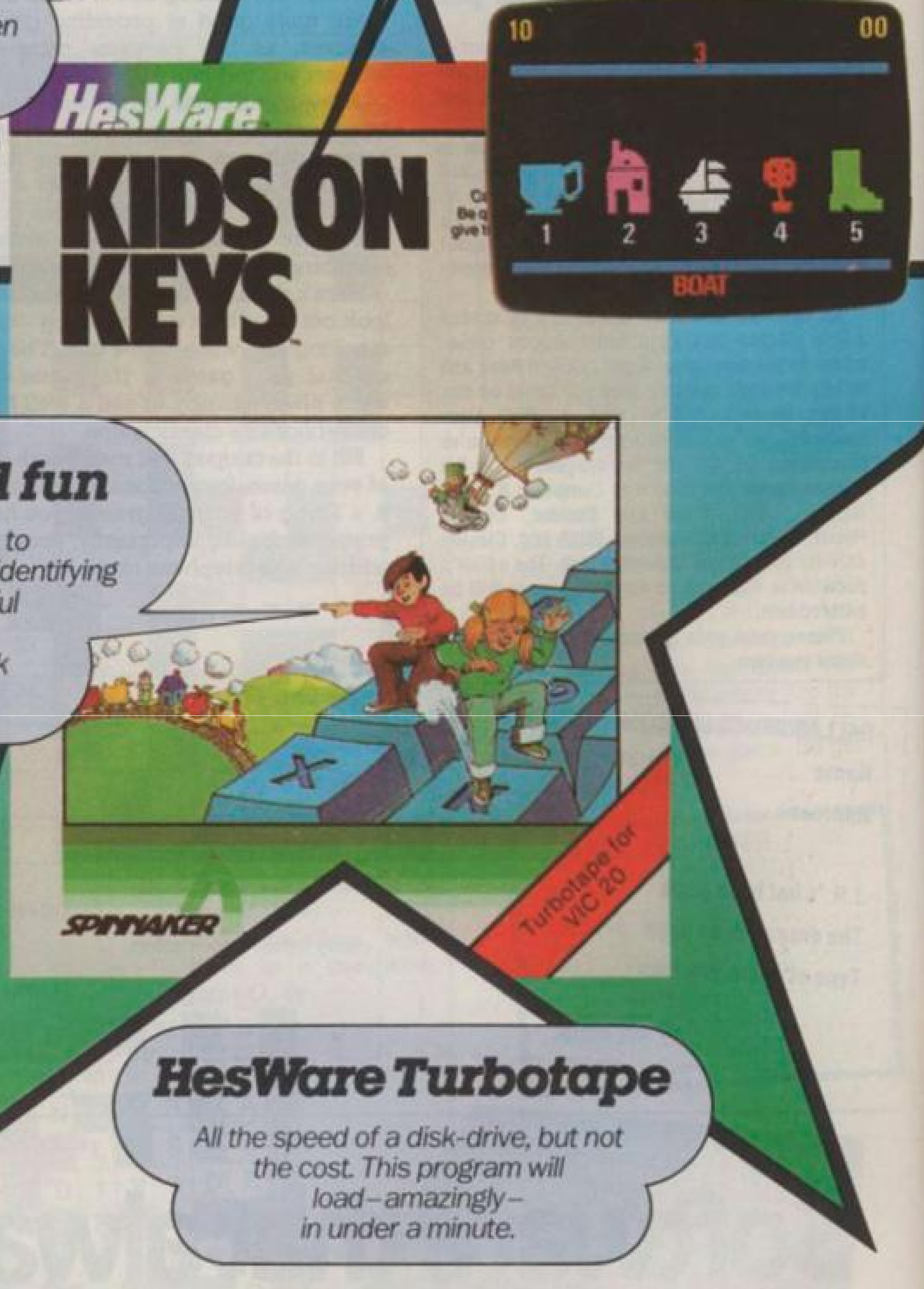
Your computer was made for us.

For VIC-20 8K
Solo play
Turbo-cassette
New from HesWare

Can learning really be this much fun?

3 games for the 3-9s!

GAME 1: letters and numbers rain down the screen; the child finds the matching keys before the images escape. GAME 2: colourful objects have to be matched fast by tapping out the right words. GAME 3: words flash on-screen and the child must choose the matching picture. There are 4 different levels of difficulty, with high scores winning bonus rounds.



Computer Keyboard fun

'Kids on Keys' introduces youngsters to keyboard controls, helping them to learn by identifying numbers, letters and words. Colourful graphics, action-deadlines and lively music keep them coming back for more.

HesWare Turbotape

All the speed of a disk-drive, but not the cost. This program will load – amazingly – in under a minute.

For your copy of 'Kids on Keys'

(Cat. No. HSEA 43). Available from all good computer software stockists.

Send me (tick as required)

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☐ Your full list of games
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Total to send £ : p

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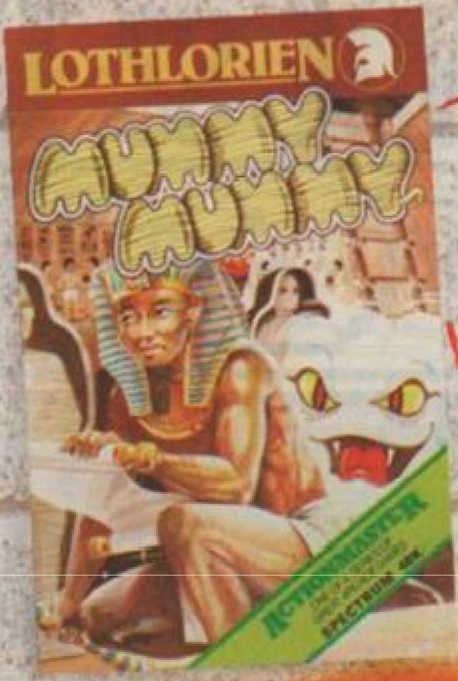
NEW

MUMMY, MUMMY

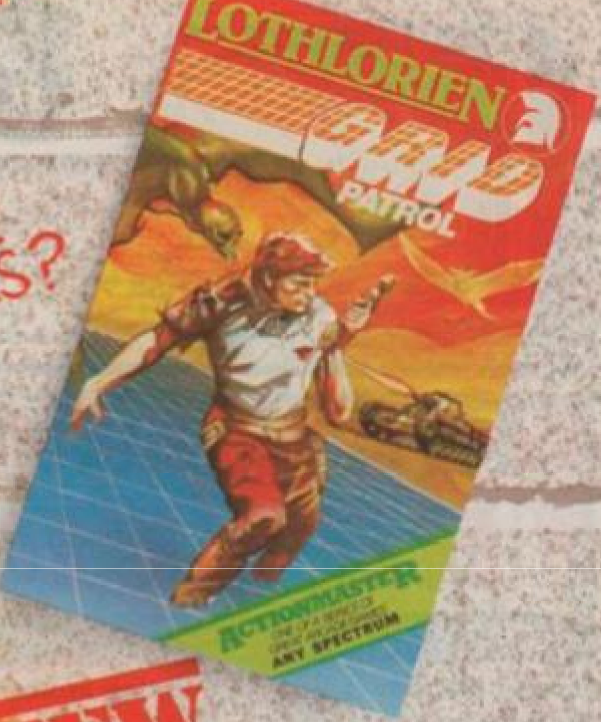
Woken from eternity by a mad archeologist and armed only with a spade you must bury the spirits in the masonry of the Pyramid if you are ever to read the cartouches and return to your golden sarcophagus.

Spectrum 48K £5.95

OEDIPUS plays MUMMY MUMMY!


LOTHLORIEN
MUMMY MUMMY
ACTIONMASTER
SPECTRUM 48K

WOT NO SPACE INVADERS?


LOTHLORIEN
GRID PATROL
ACTIONMASTER
ANY SPECTRUM

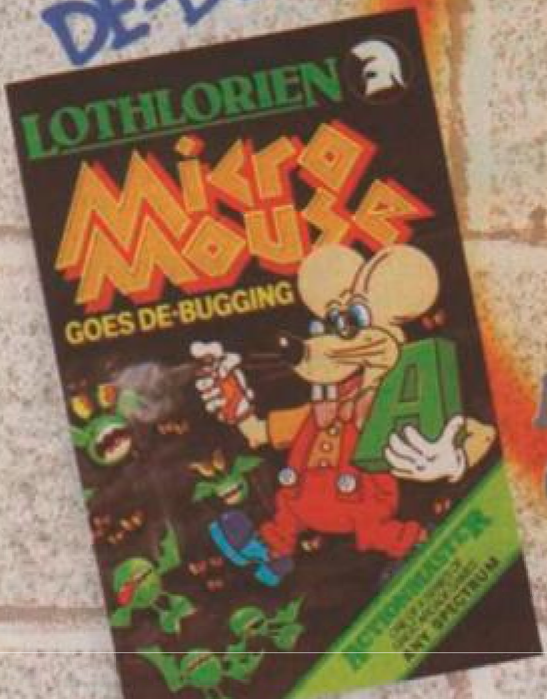
NEW

GRID PATROL

Fast and furious. Eight different screens test your lightning reactions as you attempt to wipe out the aliens in a devastating crossfire from surrounding tanks. High score table. Fully redefinable keys. 100% machine code. Joystick option.

Any Spectrum £5.95

MICRO MOUSE IS AN ACE DE-BUGGER!


LOTHLORIEN
Micro Mouse
GOES DE-BUGGING
ACTIONMASTER
ANY SPECTRUM

LOTHLORIEN ARE CHAMPIONS O.K.

MICROMOUSE

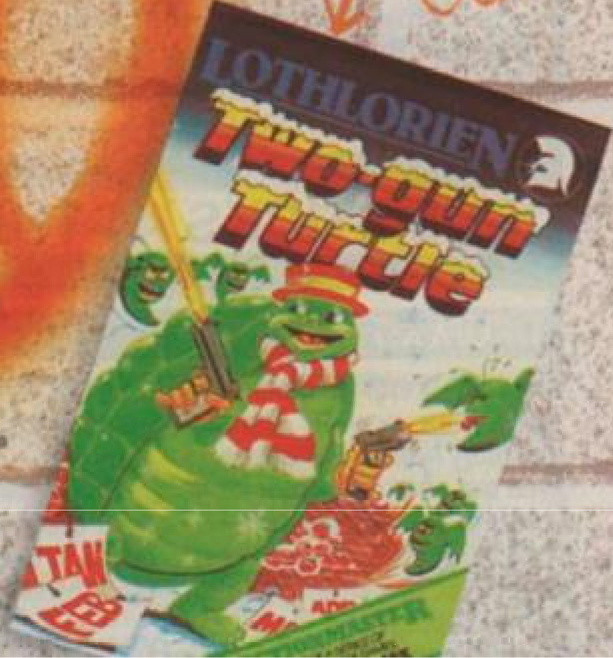
"Graphically excellent with smooth moving sprites."

POPULAR COMPUTING WEEKLY

At last, educational arcade action! Fight off the software bugs and help Micromouse de-bug his programs. Datakill available. Fight through the levels to the highest score.

Any Spectrum £5.95 **Commodore 64 £6.95**

WORTH SHELLING OUT FOR


LOTHLORIEN
Two-gun Turtle
ACTIONMASTER
ORIC-1 48K

TWO GUN TURTLE

"Entertaining and original... an arcade game of the highest quality."

GAMES COMPUTING

In the middle of winter a turtle is defending his strawberry patch against a variety of marauding bugs ...some go for strawberries, some go for you... some don't go for anything unless they're accidentally attacked. But this is winter and you never know when it might snow.

Oric 48K (ATMOS compatible) £6.95
Any Spectrum £5.95

MORE ACTION FOR YOUR MONEY

LOTHLORIEN
BEDLAM BLASTER

LOTHLORIEN
BEETLEMANIA

BEETLEMANIA

"Graphics are excellent. Increasing difficulty is a welcome feature."

PERSONAL COMPUTER NEWS

Any Spectrum £5.50

BEDLAM BLASTER

"Top marks for redefinable keys. Sound and graphics superb. Good animation. Fun to play."

PERSONAL COMPUTER NEWS

Any Spectrum £5.95

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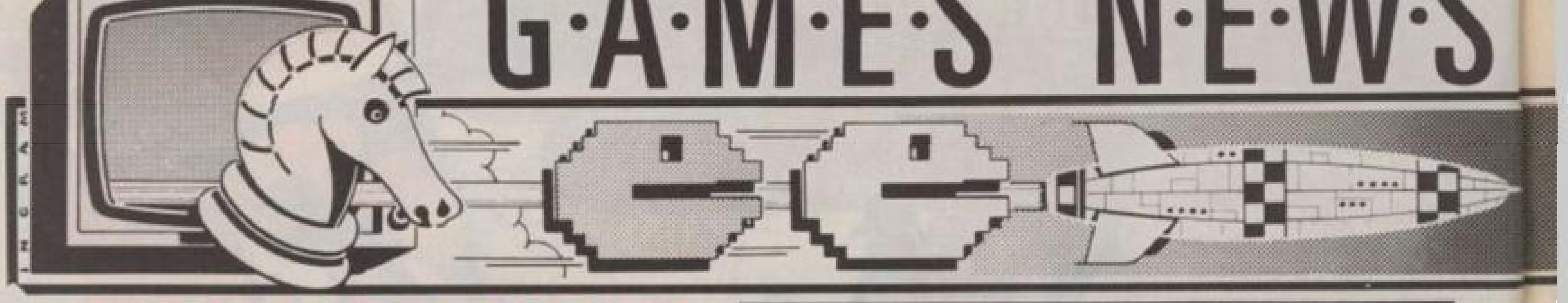
G·A·M·E·S N·E·W·S



GOING FOR THE BURN!

BURNIN' RUBBER

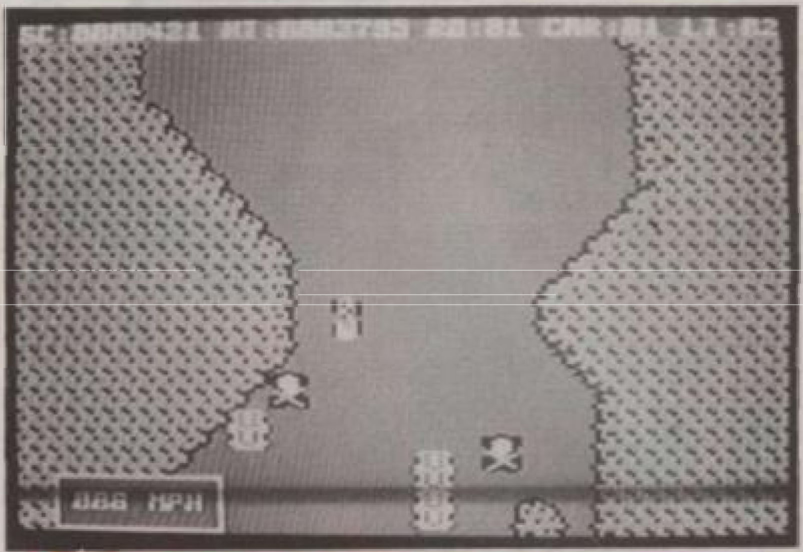
Burnin' Rubber **is a new all-action motor racing game for the Commodore 64.**

You have to take the driving seat in an intergalactic four seasons death race across the landscape of a barren planet. Due to the fast rotation of the planet, you will encounter all four seasons of the year – winter, spring, summer and autumn – many times during the race.

This race is the ultimate competitive event between all the races of the Federation. The winner of the race then takes control of all the planets under the influence of the Federation.

The objective of the race is to run as many cars as possible off the track. The opposition is numerous and dangerous and includes the slow but deadly tank cars, death mobiles and many other demon drivers.

Burnin' Rubber **is supplied on cassette for the Commodore 64 and is available from Berkshire based Audiogenic for a price of £6.95.**



CAN YOU SURVIVE THE PSYTRON?

PSYTRON

Psytron, the widely acclaimed strategy space game from Beyond Software, is soon to be available on the Commodore 64 as well as the 48k Spectrum.

In the game, you play the part of the Psytron, a hugely powerful military defence computer guarding the planet Betula 5.

During the first level of the game, you must direct your attentions to sending out hunter robots to capture alien spies who have been beamed into the heart of the base.

On the sixth, and final level, you must guard the planet against a full scale attack from the aliens, for a whole hour!

Beyond's latest game, *The Lords of Midnight*, must easily hold the record for the number of different screens they have crammed in a Spectrum – it has an incredible 32,000 separate scenes.

Psytron will be available for the CBM 64 in mid September and will cost £7.95.

DRUMSTICKS AT THE READY

DRUM KIT

Budding Keith Moons can drum their way to stardom and they won't even have to lash out on a real drum kit or a pair of sticks to learn.

Quicksilva has just launched a new program called *Drum Kit* for the BBC to complement their already large range of musically orientated software packages.

The program can play up to four drums and a percussion accompaniment at the same time. It can store up to 4,000 different beats for each and every drum voice.

Quicksilva have also released another new game for the BBC micro called *Gate Crasher*. The game isn't about crashing parties uninvited but it is an original type of maze game in which you must try to get through a maze in the shortest possible time by breaking down the gates blocking your way with a barrel.

Drum Kit costs £9.95 and *Gate Crasher* costs £6.95 and both are available on the BBC model B only.

BEWARE THE FRUMIOUS BANDERSNATCH!

BANDERSNATCH

No games have ever had the hype that *Psyclapse* and *Bandersnatch* have received.

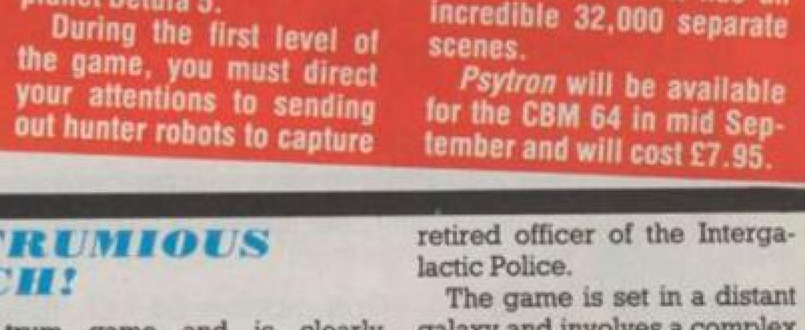
"Not computer games, that would be an inadequate description . . . more a collection of concepts that add up to a total home leisure experience. Come up and see for yourself".

"OK", I said and hopped on an Awayday.

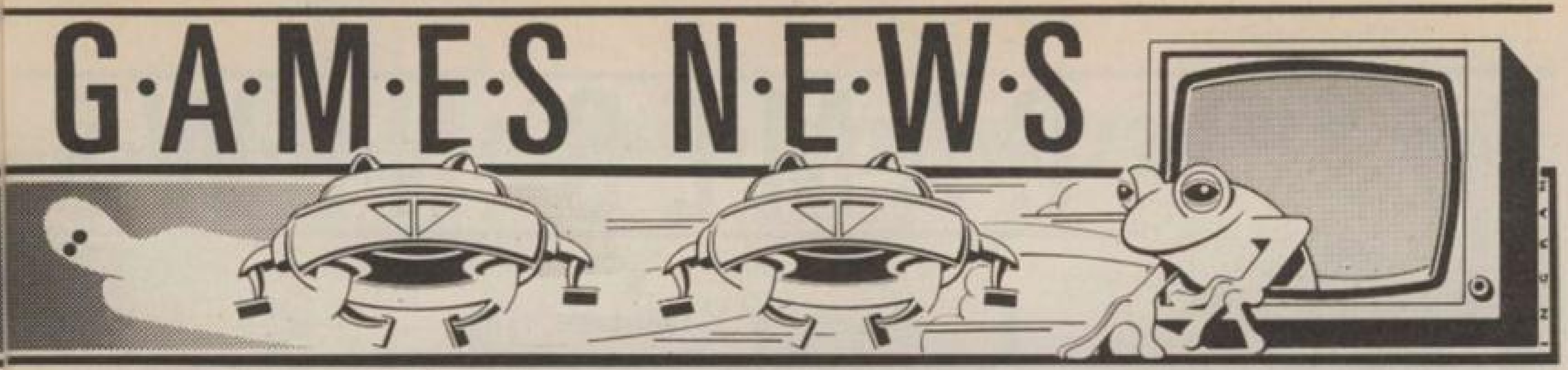
Bandersnatch is the Spectrum game and is clearly ahead of *Pysclapse* for the 64 in its programming.

The hero of the game is a character called Vell who is a retired officer of the Intergalactic Police.

The game is set in a distant galaxy and involves a complex interplanetary map. The key object of the game is survival – though there are several sub plots. Your main enemy is a



G·A·M·E·S N·E·W·S



HERCULEAN TASK!

HERCULES

One of the home computer's best features is its ability to allow you to take on the rôle of any famous person in history or legend for that matter.

A new game for the Spectrum allows you to become one of the greatest men in Greek mythology — Hercules, the hugely powerful god.

In the ancient story, Hercules kills his wife and young children in a fit of madness. He is so racked with guilt that he goes to the Oracle at Delphi to ask how he can cleanse himself of the crime.

His punishment was to serve the local king for 12 years, in which time he must perform any act that was asked of him.

If he survived the ordeal, he would become immortal and take his place alongside the other gods on Mount Olympus.

During his service to the king, he performed feats which became known as The Twelve Labours Of Hercules.

In the game, you too must complete 12 acts of heroism and bravery to complete the game. Hidden within the 50 levels are 12 tests of courage.

The final test always takes place in the last screen and the company are offering a free copy of their next game to the first 20 people to complete *Hercules*.

Hercules is for the Commodore 64 and is available from Interdisc for a price of £6.95.

DESIGNER OF THE MONTH

NAME: Kevin Toms

GAMES: Football Manager

BORN: Paignton, 1957

Kevin Toms, the owner of Addictive Games, the company who launched the highly successful series of *Football Manager* games, has been in the games business since the tender age of ten.

As a child, Kevin's hobby was designing new board games for him and his friends to play. Ironically, one game based on soccer was not a success. "The football board game never really worked", said Kevin, "But the computer is the perfect medium for implementing that type of complex strategy game". And *Football Manager* was born.

Kevin's background is dominated by computers. Before setting up Addictive Games, he worked for three years as a professional programmer for a number of large companies.

He spent over a year perfecting the ZX-81 and TRS-80 versions of *Football Manager* before launching them simultaneously. He also wrote the Spectrum game. But his main rôle in the company is now as Development Director, overseeing the production of new software titles.

Kevin is married but has no children. "Except Addictive – that's my little baby", added Kevin, coyly.

Favourite Food: Roast duck.
Favourite Drink: An odd brandy, or two.
Favourite TV Programme: I suppose it must be *Spitting Image* at the moment.
Favourite Computer Program: *International Soccer* for the Commodore 64.
Countries Visited: France, Denmark and Spain.
Pets: None.
Ambitions: To become an even more successful games designer.
Favourite Pop Groups: *Spandau Ballet* and *Men at Work.*

mysterious character called the Baron.

Psyclapse is still at the discussion stage though the programmers are working on parts of it.

The game introduces another hero but this one is from Planet Earth and is from this century. Johnny Lamb is a veteran of the Vietnamese war and, just like Vell in *Bandersnatch*, his only definite aim in life is to survive.

Questions like "what is the objective of the game?" tend to earn an odd stare at Imagine from people who prefer to talk about the "concepts" involved in the "mega" games – as they are referred to by everyone in the company.

The most curious thing about *Psyclapse* and *Bandersnatch* is the hardware addons which will come with them.

All Imagine would say about this is that it "enhances the power of the computer". How?, I ask, to be answered with more talk about "concepts".

The games are due out in the late summer or early autumn at around the £40 mark.

DART ATTACK!

DARTZ

The boys from Automata, the creators of the PiMan and PiMania, are well renowned for their ability to down the odd pint or two.

So, it's not surprising that they have launched a computer version of the beer drinker's favourite sport – darts.

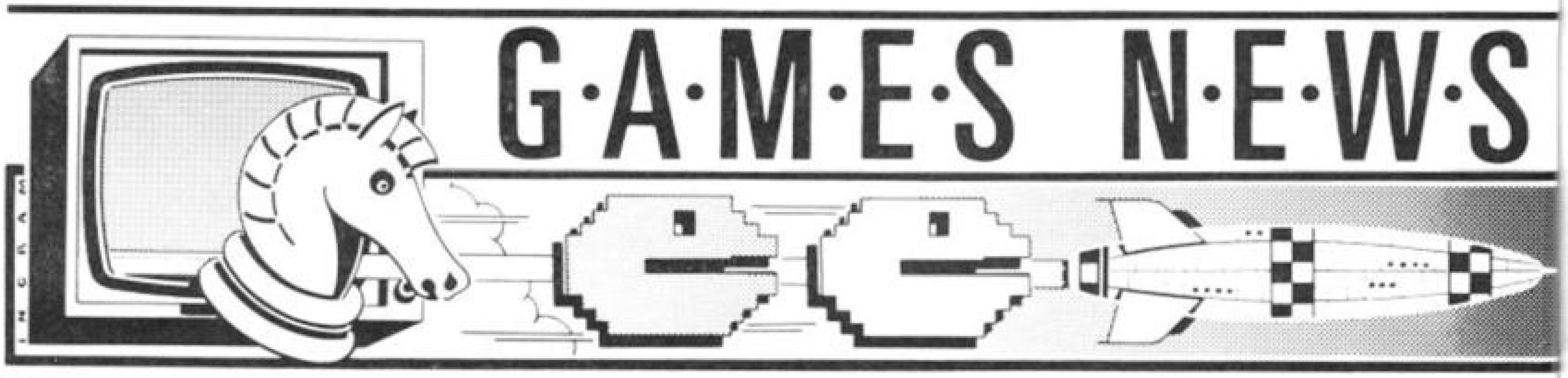
Obviously, the game is set in a seedy and down and out pub, filled with expert throwers who spend most nights exercising their arms in one way or another.

The game offers the option of a 501 or 301 start. You can also play against the computer or a drinking mate, if you can find one that can still stand, that is.

The screen comprises a cartoon animation of the inside of the pub and a high resolution picture of the board, or just a section if you want to home in on a vital double.

The amount of alcohol you consume will affect your form and the large crowd in the pub will give you plenty of grief if you don't hit those treble 20s.

Dartz is available from Portsmouth-based Automata Software for the 48k Spectrum and costs £5.50.



POWER TO THE BEEB

MICRO POWER

MICRO POWER, one of the best-known and most successful BBC software houses in Britain, has just launched its first four titles for the Commodore 64.

The four games, *Ghouls*, *Cybertron Mission*, *Felix in the Factory* and *Swoop* are all versions of highly successful BBC and Electron games.

Ghouls is a version of the highly successful Miner 2049er-type game.

Commodore shoot-'em-up fans are in luck. *Swoop* is probably the finest *Galaxians* clone available on either the BBC or Electron and should convert well to the 64.

Felix in the Factory has been Micro Power's most successful game to date, apart from *Killer Gorilla* perhaps. You play the part of the unfortunate Felix who must guard an automated factory from gremlins during the night.

All the games use the new high-speed loading system.

All four programs are available from Leeds-based Micro Power and cost £7.95 each.

SIMPLY MAGNETIC

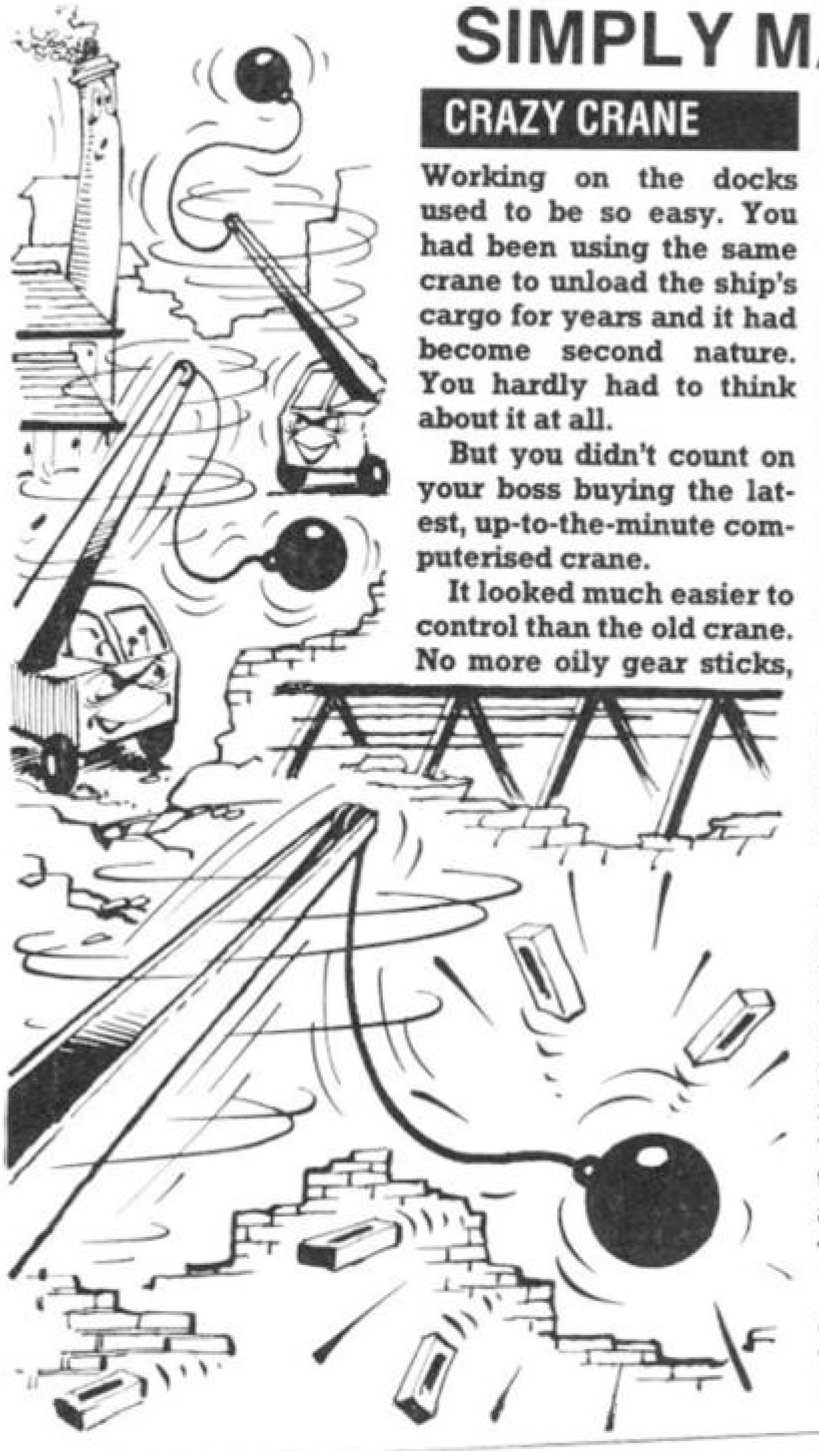


Illustration: Terry Rogers

CRAZY CRANE

Working on the docks used to be so easy. You had been using the same crane to unload the ship's cargo for years and it had become second nature. You hardly had to think about it at all.

But you didn't count on your boss buying the latest, up-to-the-minute computerised crane.

It looked much easier to control than the old crane. No more oily gear sticks, no more buttons to push or noisy engines to listen to all day.

Sounds much simpler, doesn't it?

There is one small problem, though. The ships used to come up from behind the harbour wall and dock themselves next to your crane. But, because of the huge advance in the technology at your dockyard, you're expected to unload the ships while they are still moving!

You have to move your electromagnetic crane to meet the ship, drop the magnet, take the cargo off and deposit it on the quayside.

You have three lives in which to get as much cargo into the warehouse. On the fourth sheet, military warships come into the harbour but, unfortunately, your crane's electronics have confused the warships' computers and they start firing missiles across the water towards you.

Crazy Crane is available from Voyager Software for the Spectrum 16 or 48k and costs £5.50.

STAND BY FOR SYNAPSE SOFTWARE

SYNAPSE

The best software in America has, up to now, been unavailable in this country owing to a legal squabble over trademarks, but happily Synapse Software's impressive range of games should soon be finding its way across the Atlantic.

Synapse had been forced to withdraw their games from the British market because a British company, Synapse UK (a firm specialising in custom-designed business programs), objected to the name being used in this country.

Synapse made various attempts to appease the British company. Stickers were placed over the offending names on the packaging but Synapse UK insisted that the name be removed from the screen and even any mention of it hidden inside the program.

So Synapse shipped back all the tapes to the US wondering if it was worth the trouble to export to Britain.

Happily, Synapse have decided to relaunch the games in this country under the name of Scenesoft.

All their most popular games, including the incredible *Zaxxon* and *Dimension X* will be on sale for around the £10 mark.

MIDLAND COMPUTERS

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Son Of Blagger	7.95	6.75
Valhalla	14.95	11.45
Sheep In Space	7.50	6.25
International Soccer	9.95	8.25
Gyro Pop	6.90	5.80
Loco	7.95	6.75
Hulk	9.95	8.25
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Cavelon	6.90	5.80
Revenge Of The Mutant Camels	7.50	6.40
Encounter	8.95	7.45
House Of Usher	6.95	5.75
Chuckie Egg	7.90	6.70
Bongo	7.95	6.75
Space Pilot	7.95	6.75
Harrier Attack	6.95	5.85
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Jonney Reb	6.95	5.85
Flip Flop	24.95	19.95
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Manic Miner	6.95	5.85
Aquanaut	6.95	5.85
Forbidden Forest	8.95	7.75
Chinese Juggler	6.90	5.80
Aztec Challenge	8.95	7.75

SPECTRUM TOP 30	RRP	OUR PRICE
Sabre Wulf	9.95	8.45
Psytron	7.95	6.75
Mugsy	6.95	5.85
Jack And The Beanstalk	5.95	4.90
Fighter Pilot	7.95	6.75
Tornado Low Level	5.95	4.90
Hulk	9.95	8.25
Digger Dan	5.95	4.90
Lords Of Midnight	9.95	8.25
Kosmic Kanga	5.95	4.90
Jet Set Willy	5.95	4.90
Beaky And The Egg Snatchers	6.50	5.45
Ad Astra	5.95	4.90
Night Gunner	6.95	5.85
Football Manager	6.95	5.85
Trashman	6.95	5.85
Moon Alert	5.90	4.85
Antics	6.95	5.85
War Of The Worlds	5.95	4.90
Les Flics	6.95	5.85
Cavelon	6.90	5.80
Atic Atac	5.50	4.55
Automania	6.95	5.85
Blue Thunder	5.95	4.90
Inferno	6.50	5.45
Code Name Mate	6.95	5.85
Chequered Flag	6.95	5.85
Millionaire	5.50	4.55
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GAMES NEWS

ONE JUMP AHEAD

JUMP CHALLENGE

First details have just been announced by Martech of their new game – Jump Challenge *– based on the daring exploits of motorcycle stunt ace, Eddie Kidd.*

Eddie, who set a world bike jump record by leaping 190 feet clearing 14 double decker buses, has been closely involved with Martech's programmers for several months in developing Jump Challenge. *The result is a game which challenges the player to try to match Eddie Kidd's skill, timing, control and sheer courage in leaping over increasingly difficult and dangerous obstacles.*

Jump Challenge *will be launched in August, initially for the Commodore 64 and 48k Spectrum, and others shortly afterwards.*

Precise details of the game are yet to be finalised, but Martech promise it will truly test the nerve and skill of every player.

The basic idea of the game seems to be to make the best jump possible. Long jumps will be rewarded by Martech in a monthly competition with prizes of BMX bikes, cash and computer equipment.

Eddie Kidd will be guesting at the Martech stand during the Personal Computer World Show in September. Jump Challenge *costs £6.95.*

TURN-UP FOR TEXAS

PARCO

Texas owners have been very badly treated by Texas Instruments over the years. Software support has been patchy and TI's support for their customers has been pathetic.

Many people thought that the TI-99/4a was finished when the company announced that it was ending the production of the computer and any new software packages. I'm sure many Texas owners have already laid their machine to rest.

Happily, I can report that the TI is alive and kicking and probably better value for money than ever.

America has been awash with top quality Texas games for years now, but nobody, least of all Texas themselves, has been bothered to import them from the States – up to now, that is.

Parco Electrics has bought up all the Atarisoft, Texas Instruments and Tigervision cartridges that have been gathering dust in warehouses all over England.

A list of all the available software and hardware for the TI-99/4a can be obtained from Parco Electrics, 4 Dorset Place, New Street, Honiton. Tel: 0404 44425.

CANNED KANGAROOS?

KOSMIC KANGA

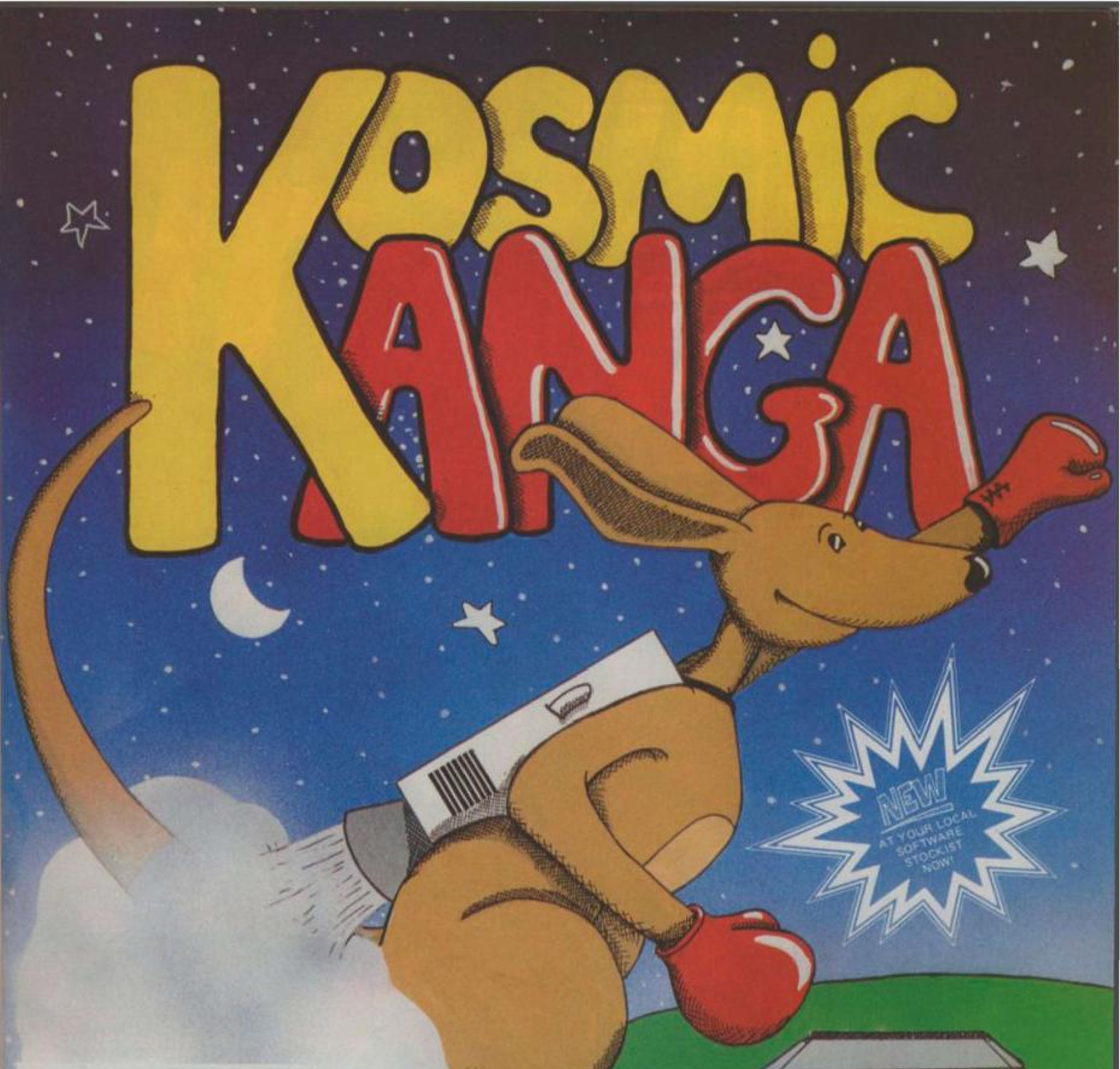
One unlikely casualty of the home computer revolution could be the family pet or the local zoo.

Games involving animals as the central character seem to be all the rage. Jeff Minter has been making a living out of mutant camels and laser spitting sheep for some time now. Animal lovers could easily be shocked by his treatment of furry beasts, but he claims he likes them really, having adopted a pet llama at his local zoo to prove it.

So, with the British love of animals in mind, Micromania has now launched a game featuring Australia's second most famous export after Foster's – canned kangaroos.

Kosmic Kanga is the story of a destitute kangaroo, left at an airport in a one-wallaby town.

If anyone fancies a trip down under for £5.95 with their Spectrum, you can pick up a copy of *Kosmic Kanga* from Micromania in Epsom, Surrey.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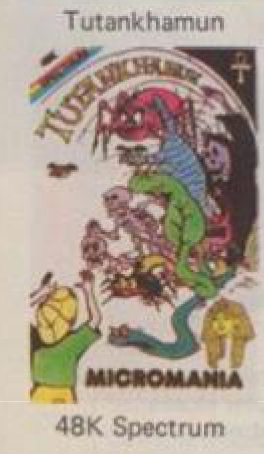
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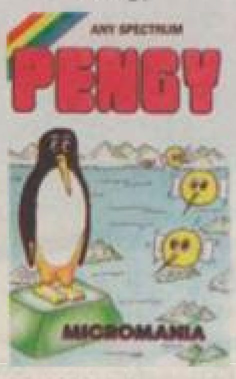
48K Spectrum

Pengy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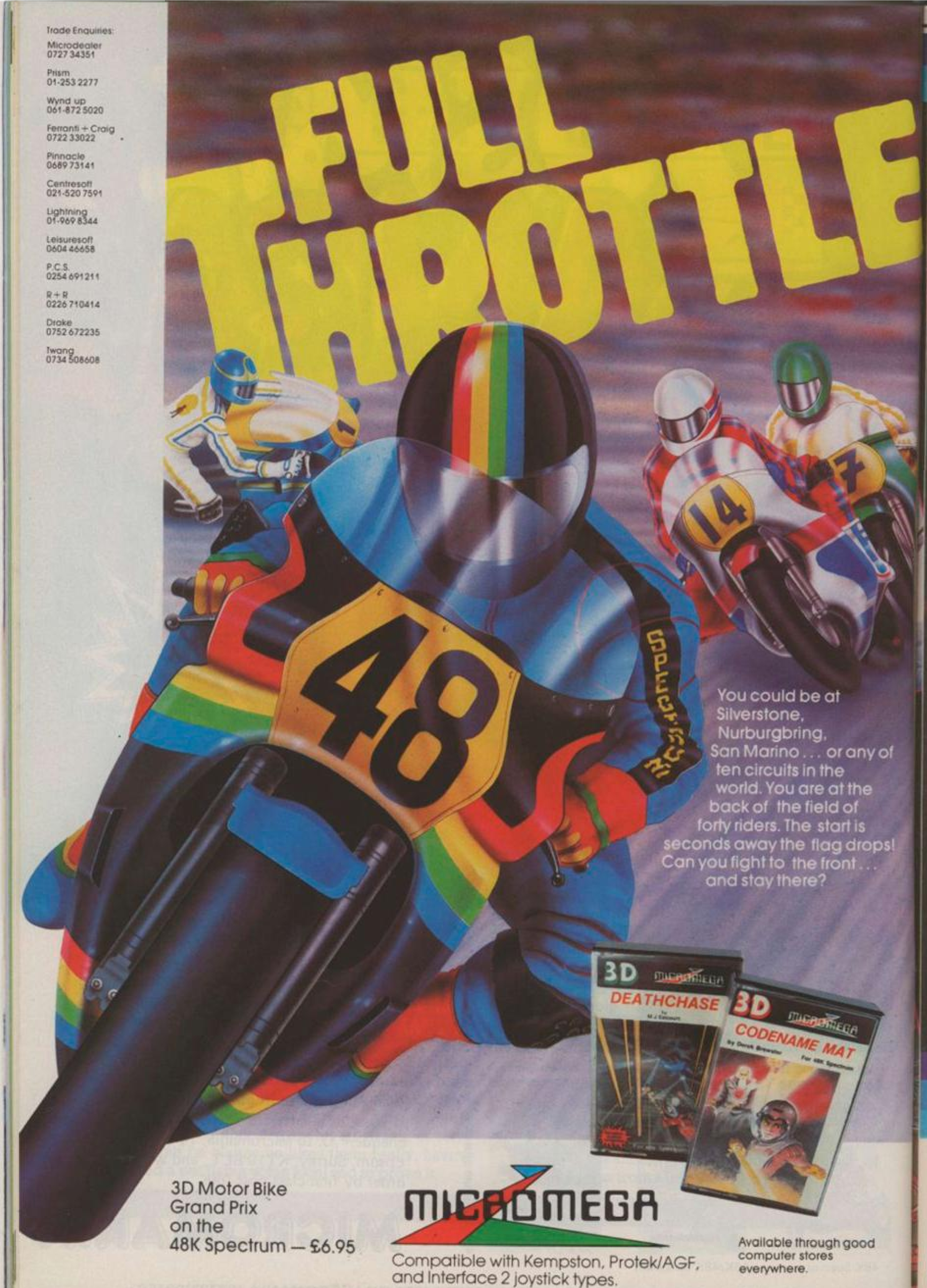
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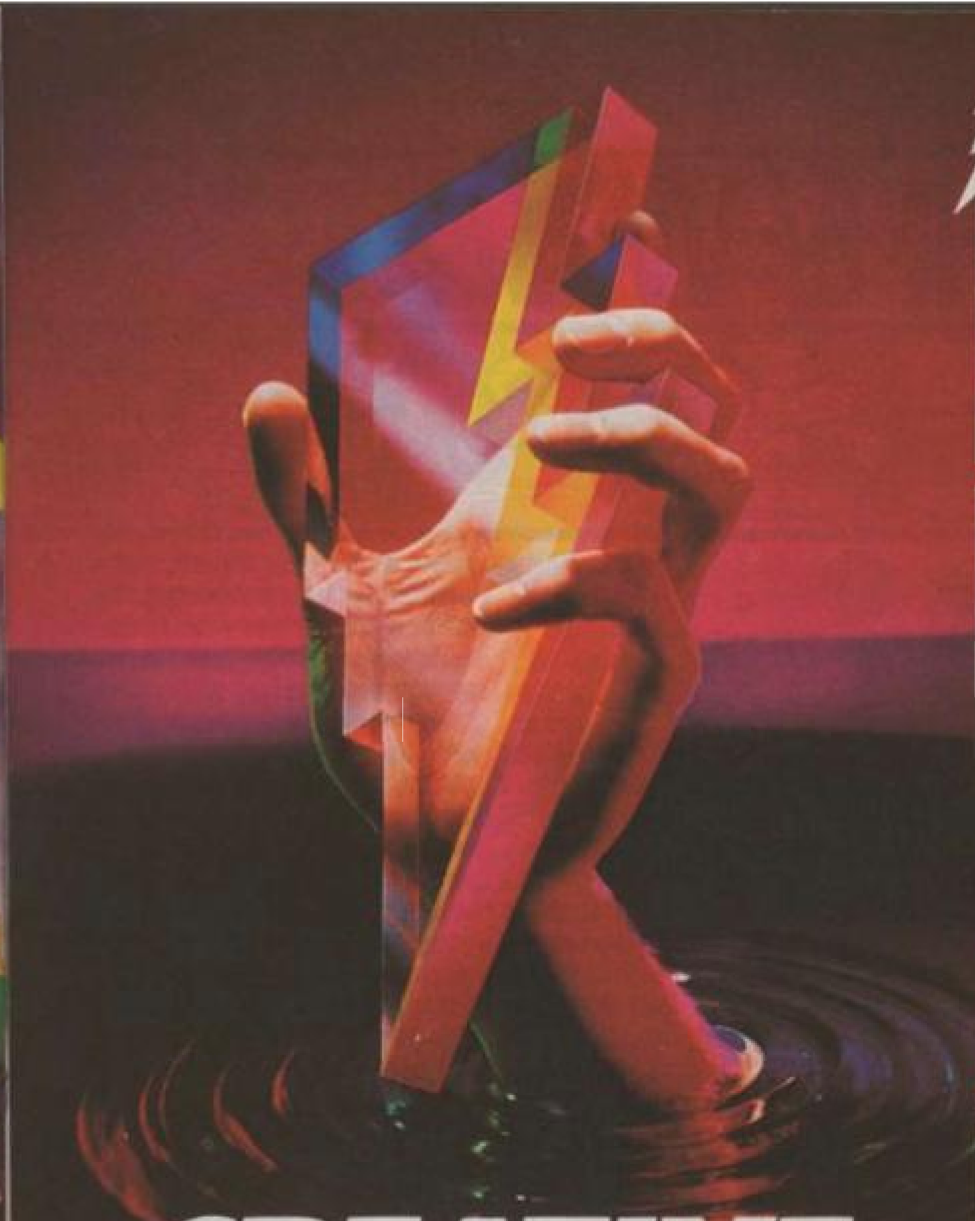

CREATIVE SPARKS strikes again on ATARI

Now all Atari owners can appreciate these great games from Creative Sparks, some of which were previously only available at £30.

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- One, two, three, or four player game.
- High score feature.
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Requires 16K RAM expansion.
Instant plug-in cartridge action. **£9.95**

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Interesting fairground scenario where you must save the ferris wheel passengers from Butcher Bill's missiles, and the roller-coaster riders from Ruthless Rick's bombs.
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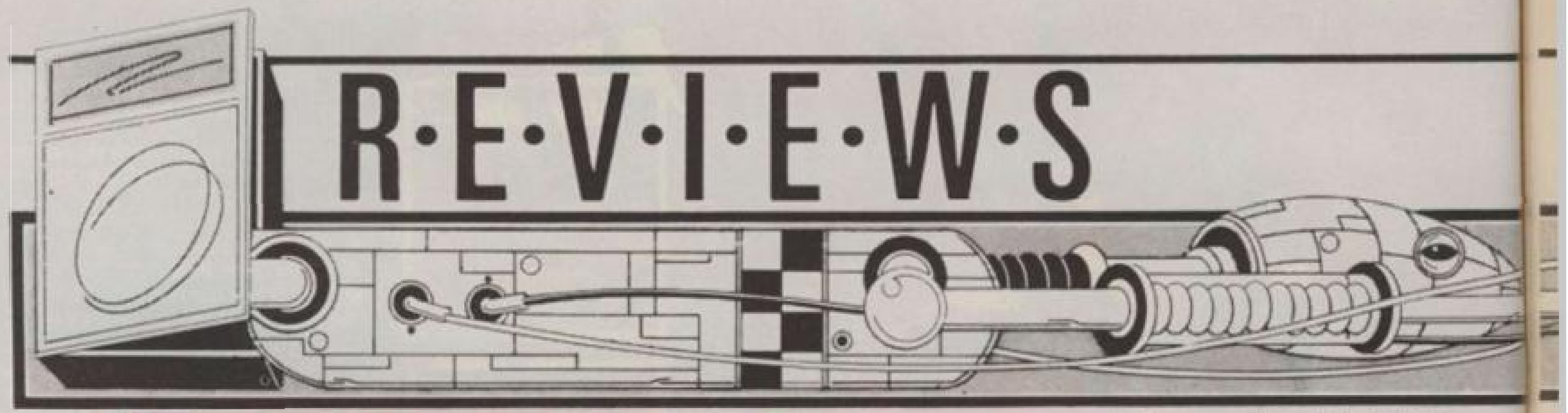

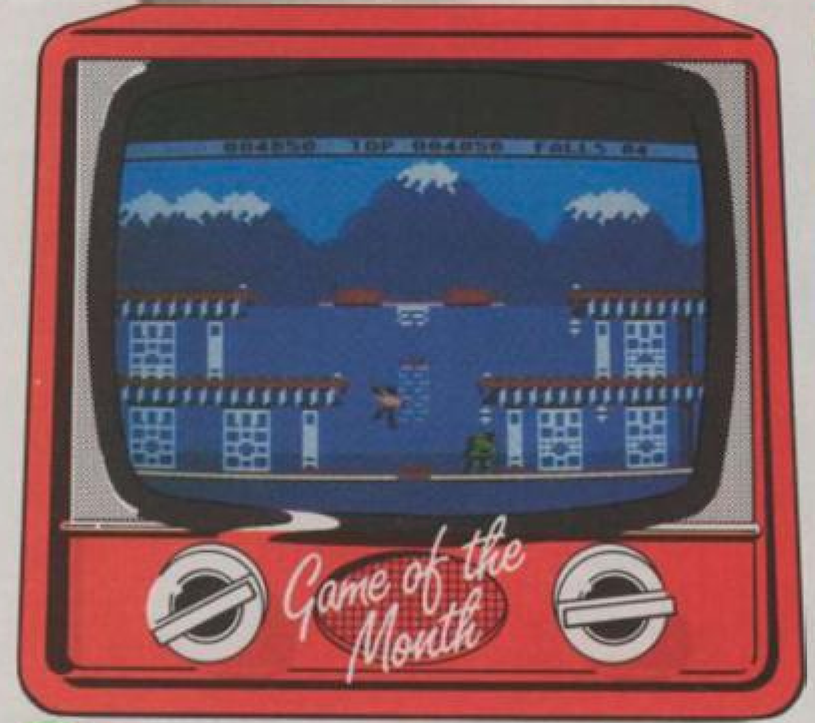

1 BRUCE LEE

MACHINE: Atari
SUPPLIER: Datasoft US Gold
PRICE: £9.95

I have mixed feelings about a game based on the life of a dead movie star. It smells of opportunist money-grabbing which usually results in the purchaser ending up with a raw deal.

Happily, *Bruce Lee* certainly doesn't fall into that category. A lot of thought and hard work has gone into the program to make it as professional and playable as possible.

The game is set in ancient Japan. You play the part of martial arts expert Bruce Lee who is in search of the secret of eternal life and fabulous riches. The only man who possesses the secret of immortality is a wizard who lives high up on Mount Fuji in a fortified, underground palace.

The palace is guarded by two of the Far East's most fearsome warriors. The huge green Yamo is a particularly dangerous foe and must be given three bone-crushing kicks before he is killed. Your second opponent, The Ninja, is far more agile and ducks and sidesteps your kicks and punches, wielding a terrifying arsenal of weapons. He can cut a man in half with ease.

The two men track you relentlessly throughout the entire 20 levels of the game.

In each of the screens, you must collect all the hanging lanterns so that the doorway to the next level will open up.

One annoying habit the game has is to let you take a lot of punishment without being given even the slightest chance to escape. One instance of this is when you get hit into a corner by Yamo and try to get up again. He is so close to you that you are repeatedly knocked back down again and eventually killed. Usually, though, if you are skilful enough, you can escape from almost any situation.

Bruce Lee is yet another American triumph for the Atari which leaves most British games in the shade. The graphics are brilliant and the playability is better.

Bruce Lee is also available on the Commodore 64 as well as the Atari. I'm assured by the importers of the game, US Gold, that the Commodore version of the game is every bit as good.

● Getting started	7
● Graphics	9
● Value	7
● Playability	9

2 BATTLE PLANETS

MACHINE: BBC
SUPPLIER: ISP
PRICE: £6.95

From the people who brought you Scope comes a novel way of using BBC graphics.

Battle Planets is set in a long trench which stretches from the front of the screen and goes backwards in 3D. A very clever but little-used feature of BBC Basic, known as colour swapping, is used to convey movement.

This makes the trench appear to come towards you very fast which gives the impression of you actually moving through the screen.

You may have seen this technique on the BBC programme, *Making the Most of the Micro*. Remember that wonderful demo with two globes spinning in opposite directions?

Battle Planets is written entirely in Basic. You can even break into the program by pressing escape, but this doesn't matter. The game is certainly not slow – in fact, if anything, it's too fast.

Your mission is to fly through the trench which is situated on these battle planets. The planets are actually giant spaceships which have invaded human civilisation as we know it (well, that's what it says on the cassette) and the trenches are their weak spots.

As you travel along the trench, so you come closer to the very heart of the battle planet. Your ultimate mission is to detonate a plasma bolt at the centre, thus rendering it harmless.

You can move your craft up, down, left and right by using the keyboard. Pressing the return key will fire the gun which serves to keep the robot fighters at bay.

You also have a force shield, although this doesn't last long and being cowardly will not give you a very long game.

All these keys are a bit tricky to keep a finger on at the same time, but you slowly get used to it.

If you're still alive after facing all that, then the commander of the robot fighters, hungry for some excitement after watching all the action, will join the fight. At this stage, there's not a lot you can do. He is indestructible, although a quick blast with a plasma bolt will paralyse him for a few moments. You only have three of these, however, and you must save one of them to destroy the heart of the planet. So life's pretty hard all round, really.

At the top of the screen is a display of your remaining energy. If this drops to zero, then you've had it. You are no longer. What I found rather infuriating is that you

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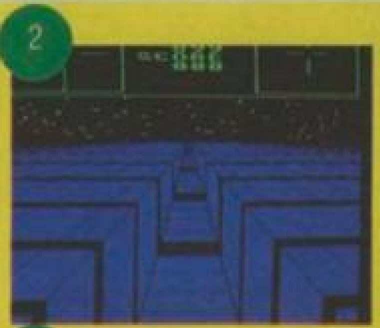

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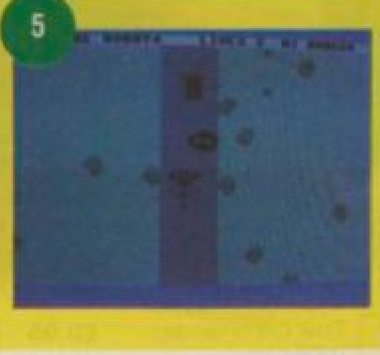

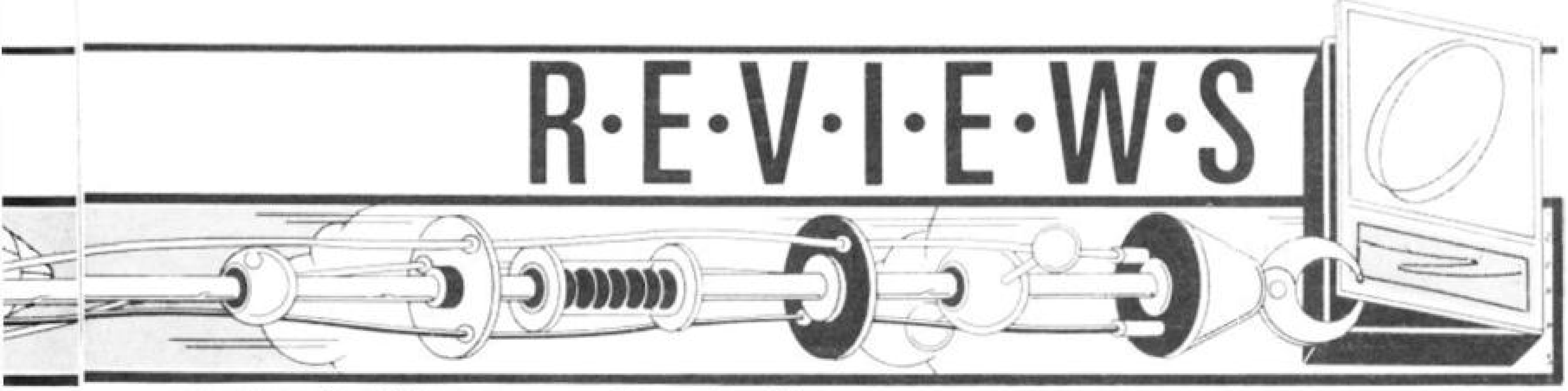

only get one life, which means that you have to start the game again by pressing the space bar three times. You then have to wait while the game draws all the different colours which make up the trench so that the colour swapping will work.

Apart from that, though, the game's great. It's hard, but great. Graphics, as already mentioned, are good and sound is included too. For a game written in Basic, it is pretty sharp programming which, having seen their Scope games designer, I've come to expect from ISP.

● **Getting started**	9
● **Graphics**	9
● **Value**	8
● **Playability**	7

3 THE FLOATERS

MACHINE: Any Spectrum
SUPPLIER: Sinclair
PRICE: £5.95

This game from Hudson Soft is marketed under the official Sinclair label.

Unfortunately, this game doesn't reach the high standards set by most of Sinclair's games in the past. In fact, it's another maze game.

Like many other games before, you're lost in the ruins of human civilisation as we knew it. The inhabitants of the remains are called Floaters.

Where they acquired this name I don't know. Maybe this tells us something about life in those times.

In reality, the Floaters are small blobs of colour on the screen and they are deadly to our hero. His defence comes in the form of bombs. These can be primed at the press of a button (the space key, actually) and Eric then has about three seconds to get clear.

If all is well, the Floater will wander helplessly into the path of the bomb and you'll be on screen two. If not, well there's plenty more bombs where that one came from.

There are 20 screens to the game and the number of Floaters increases on each screen.

If you are lucky then your bomb will dislodge some of the maze and you'll find something to your advantage underneath. This will be either a treasure chest or an exit.

The treasure chest is worth extra points. Finding the exit, though, means that you can collect all the bonus points for the current screen but not progress on to the next screen. So you can pick up twice your points ration.

The points system is calculated at random. It says so in the inlay card. A treasure chest is worth between 160 and 1260 points, while bursting a Floater with your bomb will net you anything from ten to 200.

Movement in this game isn't ideal. Characters move only by a whole square at a time. The choice of keys for the keyboard option is badly thought out, although you can use a joystick if you wish. And if you have one.

The Floaters don't normally have any intelligence. They will wander round the screen with no idea of where they're going. But occasionally they turn from purple to red, which means that they know where they're going. You can put this period to good use, as planting a bomb behind you will usually force an unsuspecting Floater into its path.

A fairly average game, and maybe good for a few plays on a rainy day.

● **Getting started**	9
● **Graphics**	7
● **Value**	7
● **Playability**	6

4 CARPET CAPERS

MACHINE: Spectrum 48k
SUPPLIER: Terminal Software
PRICE: £5.95

Carpet Capers is a game about deranged carpet fitters. Or so says the inlay card.

Whether this means that the carpets are deranged or the fitters themselves, I'm not entirely sure. And from the game itself, it's quite hard to tell.

After the weird message at the start of the program, the loading screen appears.

This contains the main title and also a picture of a carpet. I assume it's meant to be a carpet only from the name of the game. In fact, it looks more like a cross between a map of the River Thames and the top of an electric shaver.

And now we get to the bit which I've been putting off for so long – the game itself. Frankly it's not up to much. The idea is that you're supposed to be laying carpets in the Manor. But it appears that the Lord has a bad memory, for there are two other teams there, all willing to do the work. And they don't particularly want you around.

You have to enter nine rooms in turn. These seem to have names very reminiscent of games like *Manic Miner* and *Jet Set Willy*. In each, you must collect a box of tacks, a hammer and a pair of cutters to help you do your job. Then, you travel around the screen laying your white carpet. You are competing against the layers of blue and red carpets.

You get paid for each square of carpet laid and each room has a target. When you reach the target for a room, you can then progress to the next. To do this, you must also pick up a key. Then it's just a matter of finding the right door. There are three, usually, so a little experimenting soon pays off.

The graphics here aren't really up to much. The men are all made from only a single character and the carpet is simply blocks of colour.

Control is via a joystick or the keyboard. This is not a game which, if I had bought, I would play very often. If at all.

● **Getting started**	9
● **Graphics**	5
● **Value**	5
● **Playability**	5

5 BMX BIKE RIDER

MACHINE: CBM 64
SUPPLIER: M'tronics
PRICE: £1.99

Cheapsoft is the name of the game in the high street, as a number of manufacturers are bombarding the software racks with a selection of cheap tapes.

Several companies have jumped on the cheap games bandwagon, though the first to make any impact on the *C&VG Top Thirty* is Mastertronics.

M'tronics have more than 20 games on offer at £1.99 each for all the popular micros.

We decided to sample the games on offer.

First out of the bag was *BMX Bike Rider* for the Commodore 64. Great, I thought, not being averse to the odd wheelie whenever I can get my brother to play with my computer long enough for me to borrow his bike.

Now we all know that *BMX* bikes are great fun, right? And computer games are great fun too, right? So combining the two should be a winning combination, right? Wrong – this game has got to rate as the biggest flop with the *C&VG* review team since hedgehog-flavoured crisps.

All it is is a very third rate race game showing an aerial view of a bike with a front wheel that wiggles.

The only thing *BMX*-ish about it is the title. All you have to do is dodge the other rider, a car and the looney who fires his gun at you. You could do it with your eyes shut – not that you'd want to.

If you've got £1.99 to spare, just think for a moment about all the other things you could buy with it – 2 *C&VGs*, an ice lolly a day for a fortnight or half a *Culture Club* LP.

● **Getting started**	2
● **Graphics**	1
● **Value**	1
● **Playability**	1

R·E·V·I·E·W·S

Getting started: This not only covers how easy it is to load the game, but also how good the instructions on the cassette inlay are. A low mark means the game takes ages to load and the manufacturer hasn't bothered to tell you just what that fuzzy green thing in the corner of the screen is!

ALICE

MACHINE: CBM 64
SUPPLIER: Audiogenic
PRICE: £12.95

Alice Goes to Video Land is finally on sale – no less than 18 months after Audiogenic announced it.

Has it been worth waiting for? Well, yes – it does have extremely good graphics. I can only think of about a half a dozen other games that are quite as pretty.

Alice comes on disc for the 64 and is basically four different games that load separately – though your performance in one will affect your chances in the next.

The prettiest screen, previewed exclusively in *C&VG* last summer, features Alice walking along in the countryside before she falls down the rabbit's burrow.

She crashes through into a strange room where she has to collect potions, slices of cake, keys and a basket in which to carry her goodies. When she falls to the bottom of the room, she can walk right or left using the keys to enter various rooms and score points. There is a nasty alarm clock floating around the screen which, if it makes contact with Alice, will end her game.

Game two is the best of the four games. Alice is in a colourful garden where she has to hop from mushroom to mushroom catching the rocking-horse flies which turn into red balls.

It's vital that Alice catches as many balls as possible as she will need these to take part in the croquet game on screen four.

Game three is a bizarre chess game where you have to get Alice to safety to the other side of the board with the assistance of the White Knight. Nasties like the Jabberwock and Tweedledum and Tweedledee try to push her back.

Screen four is the croquet game where Alice has to hit the red balls through the hoops before the Queen of Hearts jumps on them and squashes them.

Little girls will love Alice – it's tailor made with them in mind. This is not to say it doesn't have anything to offer the seasoned gamer. I must confess, though, I was a little disappointed. The scenario is so convincingly drawn, it seemed a shame that the game wasn't more challenging. Perhaps an adventure-style of game might have provided that extra element of challenge.

● **Getting started**	**8**
● **Graphics**	**9**
● **Value**	**6**
● **Playability**	**6**

GYRUSS

MACHINE: CBM 64
SUPPLIER: Parker Brothers
PRICE: £35.95.

Regular *C&VG* readers will need no introduction to the splendid arcade game, *Gyruss*.

The machine was launched in this country last year at the *Computer & Video Games* National Arcade Game Championships.

On that sweaty August afternoon, our reigning champion – Julian Rignall – strode up to the *Gyruss* and notched up an amazing 28,000 points on a machine which he had never seen before.

Now you can try your hand at *Gyruss* if you own a Commodore 64 and you also happen to have a spare £35 to purchase Parker's latest cartridge.

What? Thirty five big ones, I hear you say. Yes, I know, you could buy *Manic Miner, Jet Set Willy, the Hobbit* and *International Soccer* for that kind of money.

So how do Parker justify this price? They claim that their game is of a quality that no other company has yet achieved.

Is this true? Well – yes and no. *Gyruss* has the best sound track of any computer game I have ever seen. Bach's *Toccata and Fugue* in D minor plays beautifully throughout the various stages of the game, making full use of the 64's three sound channels.

The game itself is an excellent reproduction of the arcade game. Your ship spins left and right through 360 degrees, blasting the aliens that spiral out towards you from the centre of the screen.

The idea of the game is to get safely back to Earth – warping from planet to planet when you have cleared each space sector of the nasties.

Needless to say each warp is tougher than the previous one and the aliens start to sweep up from the bottom of the screen as well as the centre – *Galaga*-fashion.

Gyruss is just a darned good shoot-'em-up – probably the best game of its type available for the 64. But let's face it, at that price it has to be. And if I was given the choice of *Gyruss* or four other excellent games of different types, then I would have to go for the latter.

● **Getting started**	**9**
● **Graphics**	**9**
● **Value**	**3**
● **Playability**	**9**

PENGO

MACHINE: Atari 400/800/600XL
SUPPLIER: Atari
PRICE: £24.95

Pengo is one of the cutest arcade games I've ever played. It wasn't a wild success so the chances are you won't have seen it.

Like most good games, the story line is very simple. You are Pengo being pursued around an ice-cap by a bunch of nasty Snobees.

By shuffling the blocks of ice that are scattered around the screen, you can squash the nasties to score bonus points.

Good video game fun – but the main thing about the arcade game was the graphics. At the beginning of each game, three tap-dancing baby penguins perform a little song and dance routine for you.

Imagine my disappointment when Atari's latest cartridge for the 400/800/600XL plugged into my machine and went straight in to the game. Wot no dancing penguins? Yes – I'm afraid so.

Apart from the missing penguins, the game has most of the features of the arcade machine and generally plays an arcade-authentic game of *Pengo*.

As well as squashing Snobees, you also have to line up three special blocks to get you on to the next level. With each new level, the Snobees multiply and pursue our hero with greater speed.

Pengo has now been widely copied and appears under various assumed names on most computers.

Atari's is the officially licensed version of the arcade game. The trouble with all these arcade clones – putting aside for a moment the problem of ripping off – is that they are a bore. Original games are much more fun – *Jet Set Willy, Star Raiders* and *Miner 2049er* – to name but three.

Maybe it's about time that some of the effort Atari spent on licences and legal protection for those licences went into developing original ideas. I am sure that the 100-plus programmers who work at Sunnyvale are not short of their own ideas.

If you liked the arcade game, you will like this home conversion.

But we think it's a bit pricey at £24.95, though.

● **Getting started**	**9**
● **Graphics**	**8**
● **Value**	**4**
● **Playability**	**7**

DEFENDER

MACHINE: Vic 20
SUPPLIER: Atarisoft
PRICE: £24.95

When the history of video games is finally and definitively written, one of the all-time greats must surely be Eugene Jarvis' classic shoot-'em-up – *Defender*.

Defender has survived that acid test which is the barometer by which all things are ultimately judged – the test of time.

Go into any arcade anywhere and I'll bet you anything you like that there'll be a *Defender* machine.

It'll probably be a bit battered

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Software
R·E·V·I·E·W·S

Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

and its cabinet will look as if it could use a coat of paint, but you can also bet that there is a group of regular gamers who keep it well fed with ten pence pieces.

Now you can take *Defender* home and play it on your Vic 20, thanks to this latest cartridge from Atarisoft.

Of course, previous attempts have been made to convert this classic of the arcades to home use on the Vic. But it must be said that this is the only version which comes anywhere near reproducing the game's elusive speed and addictiveness.

It's the speed that foiled previous conversions and even this cartridge-based *Defender* would benefit from a little extra pace.

Having said that, all the game's challenging features are faithfully reproduced.

They are all here waiting to be blasted: Landers, Bombers, Baiters, Mutants, Pods and Swarmers. Even the smart bombs and hyperspace functions are incorporated with the aid of the keys and space bar.

Furthermore, the graphics have that same colourful glow that characterised the arcade game – a considerable programming achievement on the Vic.

If you're a Vic-owning *Defender* fanatic then this cartridge is compulsory silicon.

● **Getting started**	9
● **Graphics**	8
● **Value**	4
● **Playability**	8

RIVER RESCUE

MACHINE: 16k Atari
SUPPLIER: Creative Sparks
PRICE: £8.95

Rescuing lost scientists from a hidden jungle is the idea of this game. But despite the title, there's no sign of any jungles in the game, except a river which makes the game very similar to Atari's *River Raid*.

You are the owner of the fastest power boat around and you have been given the job of rescuing a group of scientists who have managed to get themselves lost in the depths of a jungle. You must navigate the river and pick up the scientists.

To do this, you move your boat through the river with the joystick. The screen scrolls sideways to show the river moving. You'll have to be careful, though, as there are crocodiles, logs and rocks in the water. If you hit any of these, then you lose one of your four lives. You are not allowed to crash the boat into the bank. If you do, then you'll also lose a life.

At the top of the screen is shown your score and the highest score so far. There are two small boxes at the bottom which tell you how many lives you have left. The game is for one or two players and you select this at the start.

As you travel along the river, you'll come across small jetties which stick out into the water. You can dock at a jetty by pulling up at the side of it.

If you dock at the top, then one scientist will hear you coming and will automatically climb into your boat. A small figure will also appear at the bottom of the screen to tell you that you have passengers on board.

Each time you dock, you can pick up more scientists, but you can only carry a maximum of nine at one time.

To gain the extra points, you have to release the scientists to their safety. You do this by docking at the bottom half of the jetty and they will then climb out. You get bonus points for each scientist you rescue.

You are not alone in your task, for there are rivals out to get you. Every so often, a rival helicopter will fly overhead. It will drop mines into the river in front of your craft and you must blow them up to avoid being hit.

You can also use the cannon on your boat to destroy the logs and crocodiles.

The more scientists you rescue, the more points you get. If you let off six or more at a jetty, a bonus pier will present itself.

If you manage to pilot the boat through it without crashing, then you'll get even more points.

I found this game very disappointing. It's every similar to *River Raid*, but nowhere near as good. It didn't hold my interest for very long.

The graphics are similar to *River Raid*, but the sound is not up to standard and it's just not very playable.

● **Getting started**	9
● **Graphics**	7
● **Value**	5
● **Playability**	6

WONDERWORM

MACHINE: BBC
SUPPLIER: THOR
PRICE: £4.95

Remember those square glass tanks which you used to put worms in at school? The ones where you could watch them wriggle through the soil when you were supposed to be looking at the diagram on page 58 and copying the notes from the blackboard?

Well, Thor have computerised it. No, they haven't made a robot worm but they've turned the glass wormery into the setting for a game.

You are Wonderworm and you have to guide yourself through the garden, avoiding collisions with the other aliens which share your comfy glass case.

Once you've loaded the game, the instructions appear. They shoot up the screen letter by letter and it's quite impressive. If you're an experienced player, then just press any key and you move straight on to the game.

At the top of the main screen is your status and a pointer which shows your current energy level. Your score and the highest score so far are also shown.

Wally the Worm, as he's known, is super tough. He grows very quickly and, as he gets longer, so he becomes more difficult to control. A growing worm has a healthy appetite and Wally is no exception. There are food pods scattered around the screen and these will restore the energy pointer to its full value. If you don't manage to find food in time, then you lose a life when you run out of energy.

The food pods are only there for a few seconds. If you don't eat them in time, then they change into skulls and must be avoided. At this point, the game gets a little harder, the worm grows a bit and some small dots appear on the screen.

If Wally hits one of these dots, then he will change direction. You must guide him so that changing direction like this won't force him into a skull.

Everything stops while the dot and the skulls are drawn. You can't move the worm during this time, which is bad programming and annoyed me.

In the wormery are 12 beans whose roots start to grow one at a time either upwards or down towards the bottom of the glass case.

You get a bonus of 250 points by stopping a root from growing, by interrupting it with your body — but it's tricky. If the root hits you, then you're dead, but if you hit the root then that's different.

There's nothing really outstanding about this game, but it's quite fun to play. It's certainly nowhere near the standard of *Jack and the Beanstalk*, which is available from Thor for the Spectrum, but it's worth trying if you fancy something different for a change.

● **Getting started**	9
● **Graphics**	7
● **Value**	8
● **Playability**	8

TORNADO

MACHINE: Spectrum
SUPPLIER: Vortex
PRICE: £5.95

Tornado Low Level and games like it are the reason why software pundits are beginning to say that British computer games are the best in the world.

It's only a pity that great Spectrum games like *TLL* and countless others won't sell abroad in

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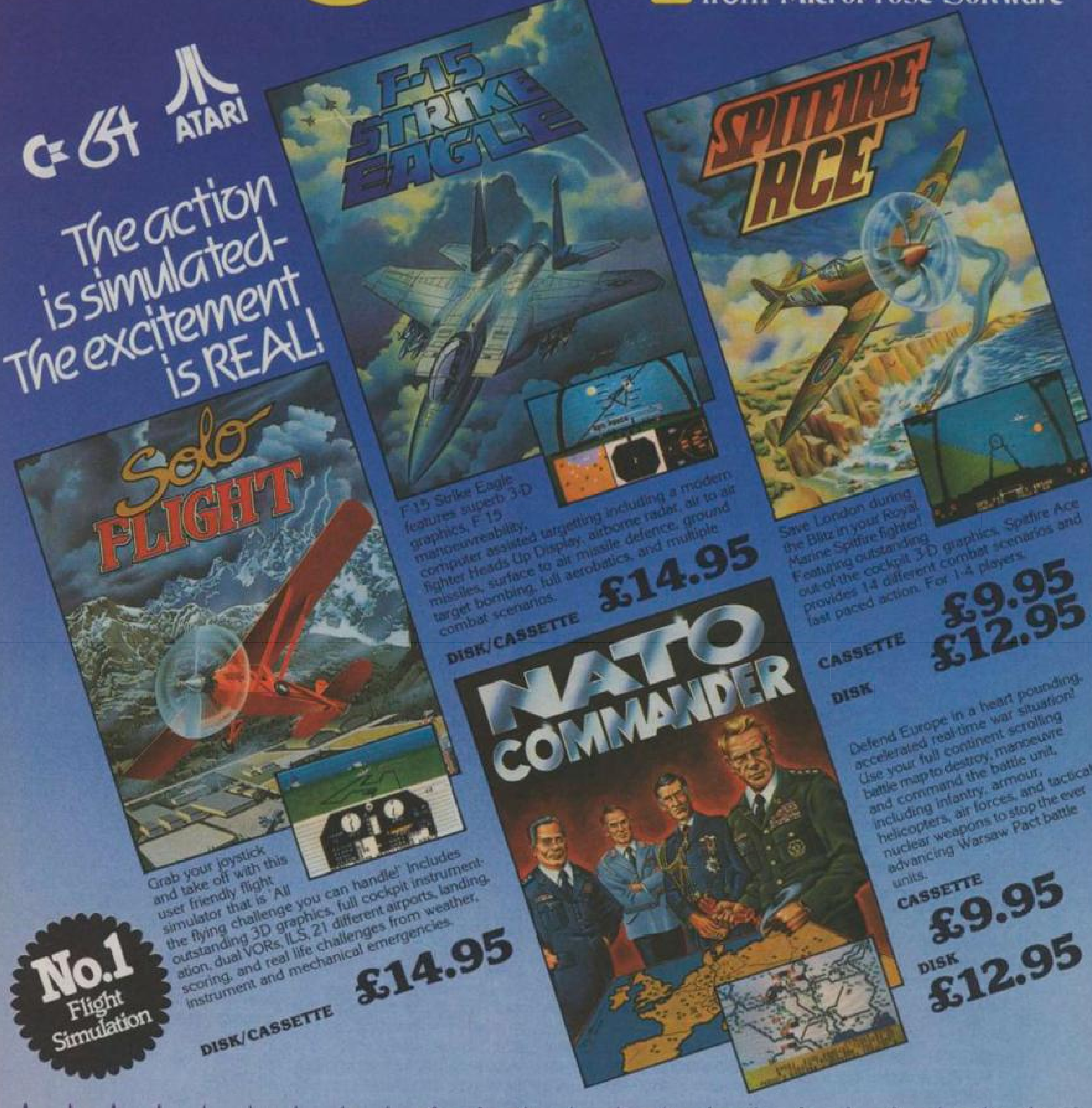

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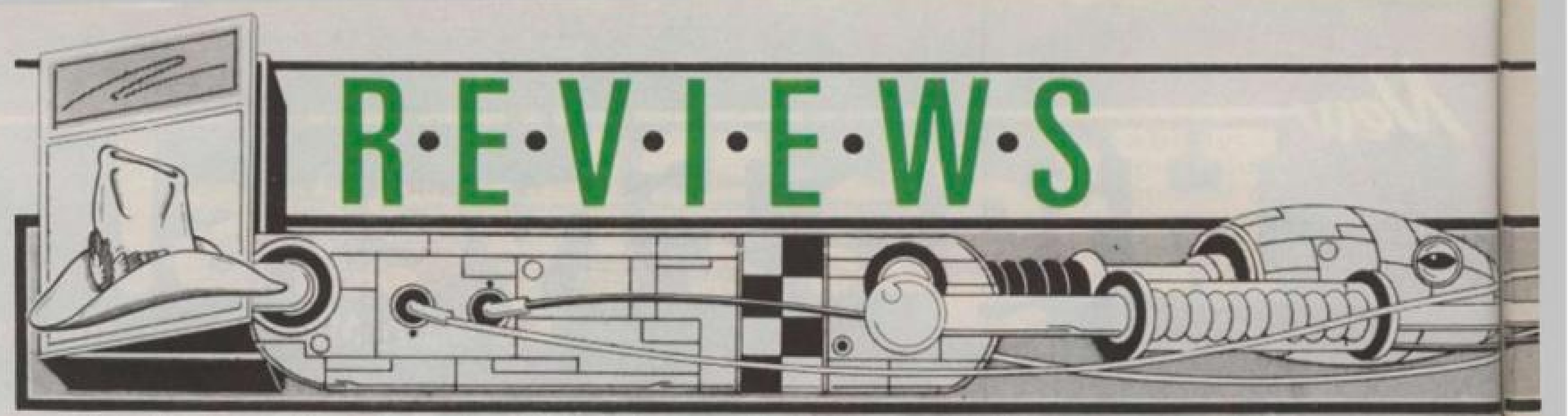

any vast quantities because there simply aren't vast numbers of Spectrum owners.

TLL's manufacturers are claiming "the finest graphics yet to emerge from a Spectrum". That's an overstatement – but they are extremely good.

You are at the controls of the swing wing jet fighter. Your mission is to fly low over enemy targets and take them out.

For what is basically an air-attack flight simulation, *TLL* is surprisingly easy to play and get into.

There are only six keys to worry about. Your jet can bank left, right, move up and down and there is one key to operate the swing wings and another to view the battle map.

The immediate scenery is viewed through a window which takes up three quarters of the screen.

Enemy targets are represented as black dots on the surface – to eliminate them you fly a low pass, being careful not to collide with the ground or any buildings.

To make just one criticism of *TLL*, I would have preferred to be able to shoot up the enemy installations and I felt a bit cheated that my super-fast, swing-wing jet did not have any fire power on board.

That said, let me put *TLL* properly in perspective – this is the best flight game for the Spectrum. I rate it even higher than *Fighter Pilot* and *Night Gunner*.

● **Getting started**	9
● **Graphics**	9
● **Value**	9
● **Playability**	9

6 WORLD CUP

MACHINE: 48k Spectrum
SUPPLIER: Artic
PRICE: £6.95

Bobby Robson has no need to worry about the standard of football in this game. I don't think that these players pose much of a threat to England's chances in their next game.

This is the first attempt at an arcade version of football on the Spectrum. We've had games like the excellent *World Cup Manager* from Addictive Games, but that was mostly about typing names and numbers into the computer. There was also some real action in the game, but it only served to highlight the choices you made.

Now, Artic has brought out a full arcade football game. It's a simulation of the World Cup. You can start with anything from one to nine teams and, through the process of semi finals and elimination matches, one will eventually emerge as champion of the world.

You start by selecting how many teams you want. You then choose them from a list of 40. Everyone from Argentina to Zambia is in there, including England, Eire, Scotland, Wales, America and Russia. Careful selection of countries can result in some very interesting matches.

Once you've selected the teams then it's time for the first match. The game is for one or two players, so you can either play with a friend or against the computer. The players are controlled with either a joystick or the keyboard and both the Kempston and Sinclair joysticks will work.

The game starts with the two teams trooping on to the pitch. There are only five players in each team, which isn't very realistic, but the screen is less crowded.

The whistle blows and we're off. I was using the keyboard for control and found the teams easy enough to control. You have control of the member of your team who is nearest to the ball. He turns a strange shade of blue when under your control, so that you know where you are. The only problem I found is that you suddenly lose control of your player if another member of your team becomes closer to the ball.

Once you're used to this, you can get down to some serious football. The game is split into two halves and a clock at the top of the screen tells you how much time remains.

Once the game is over, it's time for the next match and the computer updates a scoreboard automatically.

The graphics are better than many I've seen in this type of game. The movement works quite well, with the players moving their legs realistically as they run. They even slow down as they approach where they happen to be running to.

If you like football, then you'll probably enjoy this game. It's a good way to spend a rainy afternoon, especially if you've got a friend to play against.

If you're not a football fan, though, then this is not the best way to get into the game.

● **Getting started**	9
● **Graphics**	8
● **Value**	7
● **Playability**	8

6

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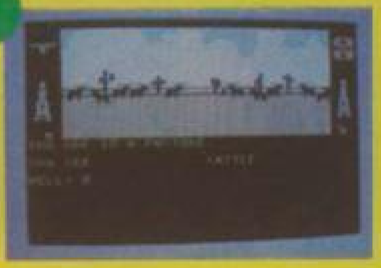


7 DALLAS

MACHINE: Atari computers with disk drive
SUPPLIER: Datasoft/US Gold
Price: £14.95

It had to happen. It was as inevitable as *Pac-Man* knickers and *Space Invader* shoulder bags.

The only surprising thing is that, considering the consumer-mad mentality of the nation that invented computer games, it didn't happen more quickly.

But it's finally here. Yes, folks – the world's first *Dallas* computer game has finally winged its way all the way from the US of A to the *C&VG* review office.

You should have seen the pandemonium in our computer room as *Dallas* fan fought *Dallas* fan for the right to pen this review. Yours truly finally won it by a typically JR tactic – I bribed the editor.

Full marks must go to Datasoft for resisting the temptation of turning the world's favourite soap opera into some kind of absurd arcade-style game.

Instead, we are offered an above average adventure game with graphics featuring screens depicting Southfork, JR's office and all the famous characters from the TV show.

As a well-known private detective, you are summoned to Southfork by Sue Ellen. Determined to become financially independent of JR, Sue Ellen has a plan to get her hands on a wealthy oil field discovered in South America by Jock Ewing just before he died.

Your job is to find the lost map by contacting the mysterious Chugalug Jones who runs a trading post in South America.

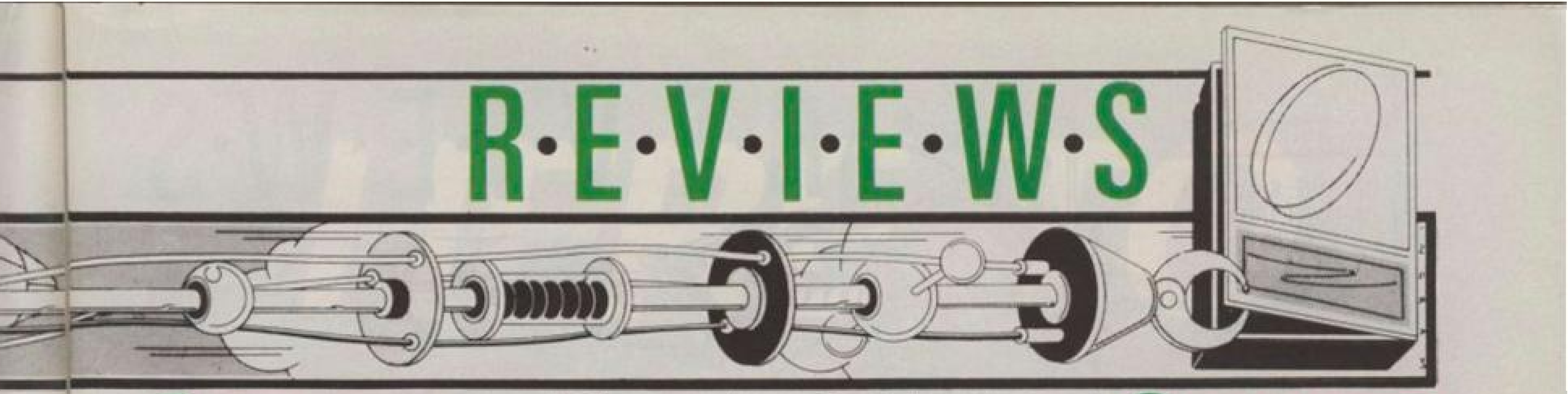
But if you think this is going to be a cosy little adventure with you easily emerging as Sue Ellen's knight in shining armour, then forget it. JR's also involved in this little tale and you won't need me to tell you that, where oil is concerned, this particular Texan's thirst for the black stuff is second to none.

This is a tough adventure that will take the average player considerable time to solve. The graphics screens are well drawn and, thankfully, can be switched off when you want to concentrate on the text of the game.

Dallas is one of the range of American games imported into the UK under the US Gold label. I played the Atari version – but the game is also available for the Commodore 64.

● **Getting started**	8
● **Graphics**	7
● **Value**	6
● **Playability**	7

R·E·V·I·E·W·S



8

MR WONG

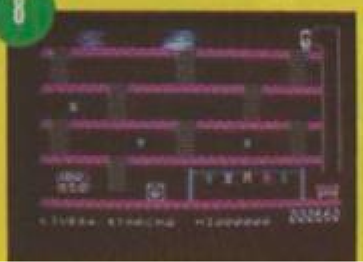
MACHINE: Spectrum
SUPPLIER: Artic
PRICE: £6.95

A rather wishy-washy game is this latest from Artic – the company that did for the articulated lorry what Esther Rantzen did for dental surgery.

It's a climbing game – a mixture of *Donkey Kong* and *Burgertime* but based around washing and laundry.

You take the part of Mr Wong and your job is to collect the various pieces of laundry which are scattered around the screen.

8



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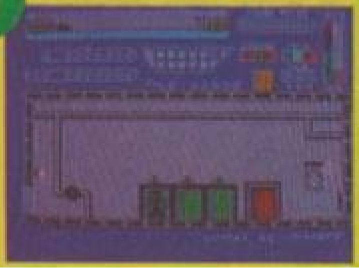

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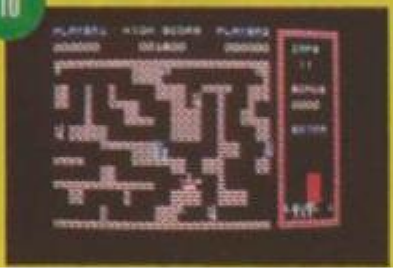


You then have to return to the top of the screen and tip the garments into the chute.

There are about half a dozen items on screen one and this number increases on following screens. You have to collect the items one at a time. If you are carrying something, then you'll have to drop it into the chute before you can collect another. The only entrance to the chute is at the top of the screen which is quite annoying.

The *Burgertime* aspect is apparent in two places. Chasing you round the screen are an iron, a sack of laundry and a froth of soap suds. These may not be as tasty as sausages, tomatoes and chips but the way they move is very similar.

Your defence against these hazards is a box of starch. A box is good for five shakes and a quick shake in the right place will paralyse a pursuing enemy. When stocks of starch fall low, a new box will appear and you have a limited time in which to pick it up.

This is a good game. There's not much variety, though, as the screens are all very similar. The only difference between screens one and two is a slightly different layout of the ladders and the introduction of an extra nasty.

Control is via a Kempston or Interface 2 joystick. Alternatively, you can use the keyboard. The keys are well laid out and easy to lay fingers on in a hurry.

As it says on the cassette inlay, it's all good clean fun.

● **Getting started**	8
● **Graphics**	8
● **Value**	8
● **Playability**	8

9

WORSE THINGS

MACHINE: Spectrum 48k
SUPPLIER: Silversoft
PRICE: £5.95

The worst thing that could possibly happen to you is that your C Droid should run out of power before he manages to pump out the flooded engine room.

C Droids are the merchant seamen of the future and you have just five of them to help you get your ship safely into port in Silversoft's latest offering for the Spectrum – *Worse Things Happen At Sea*.

The clanking sailors have to rush all over the vessel in an attempt to plug the leaks, pump out the flooded compartments and keep darting back to take the wheel if the ship goes off course.

If you do get blown off course, you have to take the wheel and centre the dial on the control board.

The bottom two thirds of the screen shows the room that the C Droid is currently working in or walking through. The top third shows all the various controls and the horizon with your ship on the surface.

An indicator shows you how much C Droid power you have left, the course dial, time taken, water level, the number of rooms flooded or pumped dry and also shows you which particular tool the C Droid is currently using.

There are four different tools that your Droid will need to use in the game; the ship's wheel, the pump, the oil can, and the plugs.

Worse Things is a complex game to play but not difficult to learn and boy is it addictive.

In addition to all this, each C Droid has to nip into the recharging chamber every so often to boost its power batteries.

Worse Things will have you tearing your hair out as you race around trying to plug the leaks to keep your vessel afloat.

Your first trip is the easiest as you do not have to worry about the wheel. If you succeed, you will be given a cost sheet showing how much of the cargo has been damaged by water and the cost of repairing the C Droids.

Your next trip is much tougher as the leaks spring faster and your ship can also get blown off course.

This really is a splendid game. The mechanics of the game have been extremely well thought out to provide a progressively more difficult challenge that will be fun to play time and time again. Deserves to get number one. But why are all the boxes of cargo marked QL?!

● **Getting started**	9
● **Graphics**	9
● **Value**	9
● **Playability**	10

10

CAVELON

MACHINE: CBM 64
SUPPLIER: Ocean
PRICE: £6.90

Castle rescue games are becoming so popular now that it is about time somebody wrote the computer equivalent of *Great Castles of Europe*.

Imagine it – *Great Castles of the Spectrum and Commodore 64*. Arguments would erupt over the author's choice of castles despite the long list he could choose from. Doubtless featured prominently would be *Atic Atac*, *Castle of Doom*, *Shamus*, *Crystal Castles* and almost certainly Ocean's new game – *Cavelon*.

For those of you who have never fought it out on the ramparts with a Black Knight to rescue a fair maiden, let me give you a brief guide to castle games.

Although plots vary, the basic idea is usually to find your way through the various rooms and levels to rescue someone – usually a princess.

Cavelon follows this pattern exactly. You are the trusty knight on a mission to rescue Guinevere who is the prisoner of the White Wizard.

The wizard has posted his archers and knights all around the first floor to stop you finding the eight segments of the door which will enable you to pass through to the next level.

You carry the magic sword Excalibur which can give you temporary immunity from the archers and knights, though you can only use it a limited number of times.

Once you've got all the bits of the door, you go on to the next level. There are six levels to get through before you come face to face with the wizard.

This is a fun little game with nice graphics which is well thought out and presented – a useful addition to your collection at only £6.50. It is also available for the Spectrum.

● **Getting started**	8
● **Graphics**	7
● **Value**	7
● **Playability**	7

Software
R·E·V·I·E·W·S

11 SABRE WULF

MACHINE: Spectrum
SUPPLIER: Ultimate
PRICE: £9.95

Ultimate seems to have gained a unique reputation among Spectrum owners.

Ever since the arrival of *Jet Pac*, Sinclair fans everywhere have rushed out to their computer shops to buy Ultimate games, turning them into top sellers.

After *Jet Pac*, including conversion for the Vic, came *Atic Atac* and it's still selling well.

However nothing had been heard from Ultimate's Ashby HQ since *Atic Atac* was launched a few months ago. Everyone knew that they were working on a new program, and all agreed that it would probably be better than anything they'd done before.

Sabre Wulf is the result of all that waiting and was launched this month.

It's a graphic arcade Adventure game, which is another way of saying that it's similar in style to *Atic Atac*. *Sabre Wulf* is one of those maze games where you move through an area, much bigger than the screen is capable of showing.

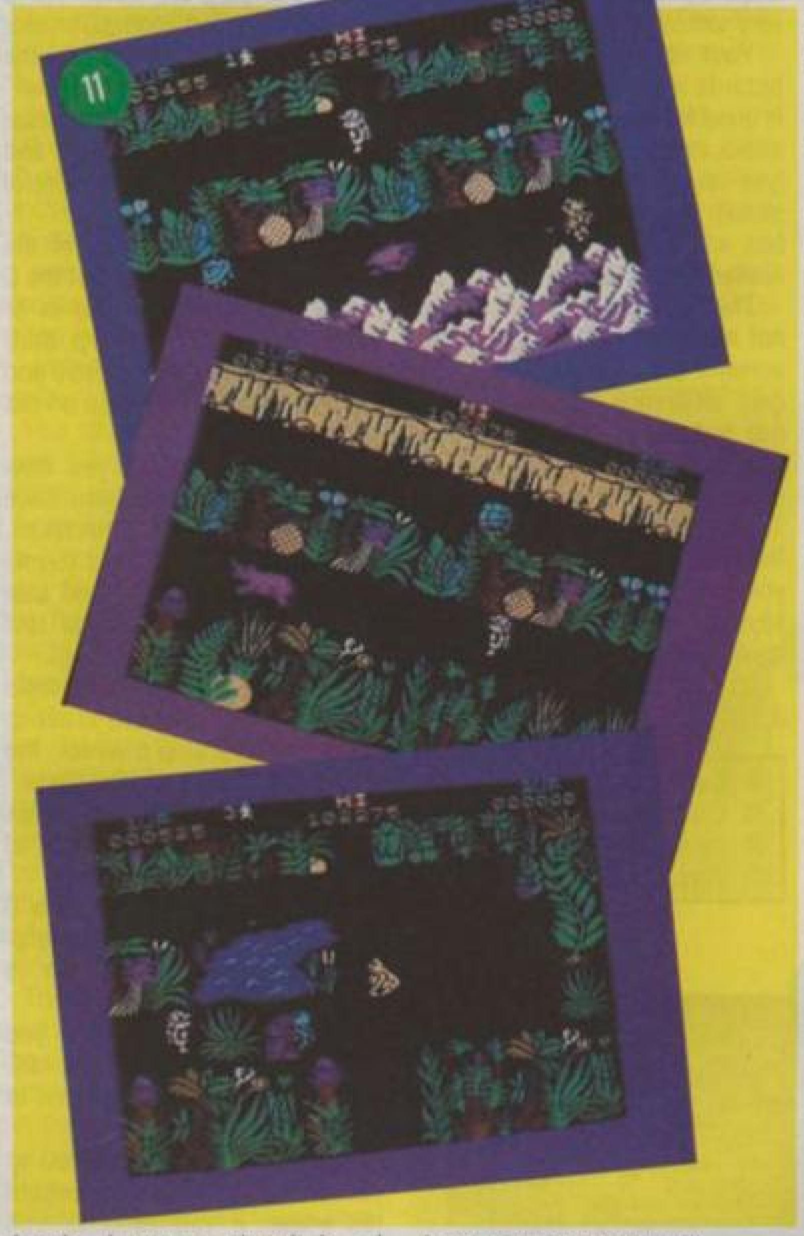
So the display scrolls in four directions, a whole screen at a time. If you disappear off one side of the display, it will be redrawn instantly to show your new position. If you go off the right hand side, you will be on the left of the new display.

Previous reviewers of Ultimate's software have usually ended their articles by saying that Ultimate have achieved as much detail in their graphics as the Spectrum is capable of.

Sabre Wulf goes to prove just how mistaken those reviewers, including myself, really were. I have never seen graphics of such high quality on a Spectrum as presented by *Sabre Wulf*.

When you load the game and have selected the initial options, you start on the first screen. This is remarkably similar to *Atic Atac* and I wondered at first whether this was just another version of an old game.

I happened to mention this to the manager of my local computer shop and he agreed with me. If people see this game for the first time while they happen to be standing at the computer counter in W. H. Smith, he said, then they may see it load, think that it's nothing new and walk away without looking further.



The game appears to be set in a jungle. I assume that it is, although the word jungle is never actually mentioned in the cryptic instructions which come with the cassette.

Your task, it appears, is to free yourself from this strange place in which you have become lost. To do this, you must explore all the area around you. You can get some clues as to your ultimate (sorry!) goal by reading the strange rhyme on the instruction card. It goes like this:

Thy path is long so tread with care.
Beware the Wulf and pass his lair.
Danger threatens all around
So take ye from this hidden mound,
To free thee from this sunken gate
By way of cave or meet thy fate,
An amulet to seek thy will.
'Twas split by quad and hidden still
Pass the keeper wrought with hate
To gain an entrance to the gate.
The pieces lost must thee amass
For if no charm then none shall pass.

Hmmm.

So the idea is to collect the four pieces of a charm (another word for amulet) which are hidden around the area of play. We managed to find one of them and my top score currently stands at around 17 per cent.

By now, you're probably wondering why the game's so hard. Wandering round a maze isn't really that difficult. But you're not alone in your quest. There's a strange variety of other creatures in that there jungle. Some are helpful and will give you extra points or lives, while some will cause your instant death.

Your character is that of a small explorer. You are initially coloured white, but certain events will have a drastic effect on your colour. If you turn red for a few moments, then you are immune to all enemies and you can wander to your heart's content without fear of being splatted. There's one thing better than being red, though, and that's being blue. When you're blue, not only are you immune to torture but you also travel at twice the speed of your red counterpart.

Other animals which you'll encounter on your safari are tarantulas, scorpions, snakes, fruit bats and more. There's also a strange, vicious creature called the Sabre Wulf. Which is lucky, really, otherwise they wouldn't know what to call the game.

Your weapon against the cruel world of nature is a sword. Pressing the fire button on the joystick will activate your sword and you have a high chance of surviving. You have to hit an animal straight on to be in with a chance of killing it, though, so timing those corners is crucial.

But it's the graphics which make up the playing screen that really make the game worth every penny. The detail the animals themselves and in their movement continue to make Ultimate number one among the Spectrum software houses.

If you feel that you must get hold of you own copy, then you should find one in your local computer shop somewhere. It's also available in W. H. Smith.

Sabre Wulf costs £9.95 which is pricier than most games. Ultimate claims that this is necessary because of the vast amount of time it took to develop *Sabre Wulf*. I can believe it.

● **Getting started**	9
● **Graphics**	9
● **Value**	9
● **Playability**	9

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R·E·V·I·E·W·S

Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged.

Value: Is the game really worth all those pennies? How long will its attraction last?

GULP

MACHINE: BBC
SUPPLIER: Peaksoft
PRICE: £6.95

Playing this game really is like sticking your head in the lion's mouth. Or at least it would be, if the graphics were a little better.

This is a climbing game. There are five levels and each has four lions on it. The lions are not moving, but they just sit there with their mouths open.

You are Ernie, the lion tamer, and, as the cassette inlay says, you just can't help sticking your neck out. You have agreed to take part in a world record attempt and your job is to stick your head in all those lions' mouths.

If all goes well, then you'll get a TV special with Roy Castle. If it doesn't, they you've a good chance of losing your head. Literally.

You have to walk along the platforms in order and, as you pass each lion, so you will automatically stick your head between its jaws. You can only hope that the animal isn't feeling hungry just at that moment. If it is, then it will close its mouth while your head is inside and you lose a life.

If you're lucky, or you have better timing than I had, you'll be able to get through all 20 lions on the screen.

As you progress through the game, you'll find objects on the screen which are worth extra points.

If you thought that this world record attempt was dangerous, then you'd be right. But if you thought that was all there was to do, then you've made a big mistake.

As well as the lions, there are also other small animals roaming the screen. On the easy levels, there are rats which scamper along the floors and must be jumped over if you wish to stay alive. I tried to feed the rats to the lions, but the game wouldn't let me! Unlike the lions, the rats are very lifelike.

There are six levels in all. On the harder ones are extra creatures to dodge, including creepy crawlies which follow the rats. There are also spiders which drop down from the top of the screen and must also be avoided.

You don't get a fixed number of points for each lion whose teeth you manage to examine. Instead, a bonus ticks away at the bottom of the screen, and when you have completed the level, you will get however many points remain on the counter. You can pick up extras, though, by collecting the trinkets which are scattered on the screen.

This is not one of the better games which I've seen for the BBC. The lions are not very well drawn and certainly don't live up to the claims of the inlay card which describes the animated graphics as astounding.

I became bored after playing only for a short time, so I can't recommend that you actually buy this game. But if you really want to try it for yourself, then you'll find a copy at your local dealer.

● **Getting started**	9
● **Graphics**	6
● **Value**	7
● **Playability**	7

WORM ATTACK

MACHINE: Spectrum 48k
SUPPLIER: Pulsonic
PRICE: £2.95

It's no use producing cheap software if the game isn't worth the price of the blank cassette. But that's what Pulsonic has done with this program for the Spectrum. It's a very simple game, written entirely in Spectrum Basic. Mainly for this reason, it's very slow. There's not much movement and hardly any sound effects.

You play the part of a worm and you have to crawl round the garden eating food but avoiding the rocks. As you eat more food, so you grow longer. If you hit a rock, then you lose one of your five lives. You also lose a life if you run either into your own body or hit the side of the screen. The food is made up of white crosses on screen, while the rocks are black blobs.

The only movement on screen is the worm itself, which is very slow because of the limitations of Spectrum Basic. Each time you eat some food, the machine beeps. You also get a different beep when you have no more lives left.

Apart from the game being far too slow, response from the keyboard is too sluggish as well. You have to keep your finger on the key for some time before it registers. This makes it rather hard to dodge awkward rocks.

There's one good feature about a game written in Basic, though. You can change it. The first thing I did was to alter the keys which you use to control the worm. I still can't get used to using the four cursor keys and, while I was about it, I gave myself some more lives too.

Once you have cleared a sheet and eaten all the food in the garden, you are rewarded with . . . another sheet! And so this goes on. Whether you'll be able to stand playing this long enough to use up all your five lives, I don't know. I found it hard at times.

This game is badly written and too slow. It may be cheap, but it's still worth nowhere near £2.95.

If you have £3 to spare, buy a few blank cartridges and try some of the programs from *C&VG*.

● **Getting started**	9
● **Graphics**	5
● **Value**	2
● **Playability**	4

HORACE

MACHINE: Dragon
SUPPLIER: Melbourne House
PRICE: £5.95

Melbourne House are continuing their plans to convert their Spectrum hero for other micros.

The Horace games were very popular with Sinclair owners and the range is now being produced for Dragon owners.

Horace Goes Skiing is a game in two parts. First, there's a *Frogger*-type game where our cuddly hero must buy his skis from the shop across the road.

There are cars, lorries and motorbikes travelling across the screen and Horace must avoid them. If he fails, then he loses a life and after three attempts he will have run out of money. In this case, the game is over and you'll have to start again.

If Horace manages to get his skis, then he can start on the piste. The slope is similar to the mass of skiing games which were popular at one time. It's the same as the Commodore 64 or Spectrum versions and isn't really that exciting.

The slope scrolls up the screen and you have to guide Horace, clad in his skis, through the gates but avoiding the trees and obstacles. If you manage to reach the finish, then you're in line for a bonus.

There are a few sound effects in the game. The skiing section is silent, except when you hit a tree, which produces a solitary moan from the television's speaker.

The best sound, though, is the music which plays over the title screen between games. You can interrupt it with the fire button and start the game, but I preferred to listen. It sounds like the theme from a TV documentary and I enjoyed it.

Control is via a joystick which is the main failing of the game in my opinion. The official Dragon joysticks are appalling and aren't really worth using.

You can't actually stop Horace from moving, because the joysticks are not self centring. So if you don't want him to move you must point the joystick at the top of the screen.

The graphics are above average for a Dragon game, but only have a limited number of colours. High resolution graphics are used to draw the cars and characters but they didn't appear too clearly on my TV set.

Horace Goes Skiing is almost worth buying. It's not a bad game but I don't think that I'd come back to it very often.

● **Getting started**	9
● **Graphics**	8
● **Value**	8
● **Playability**	8

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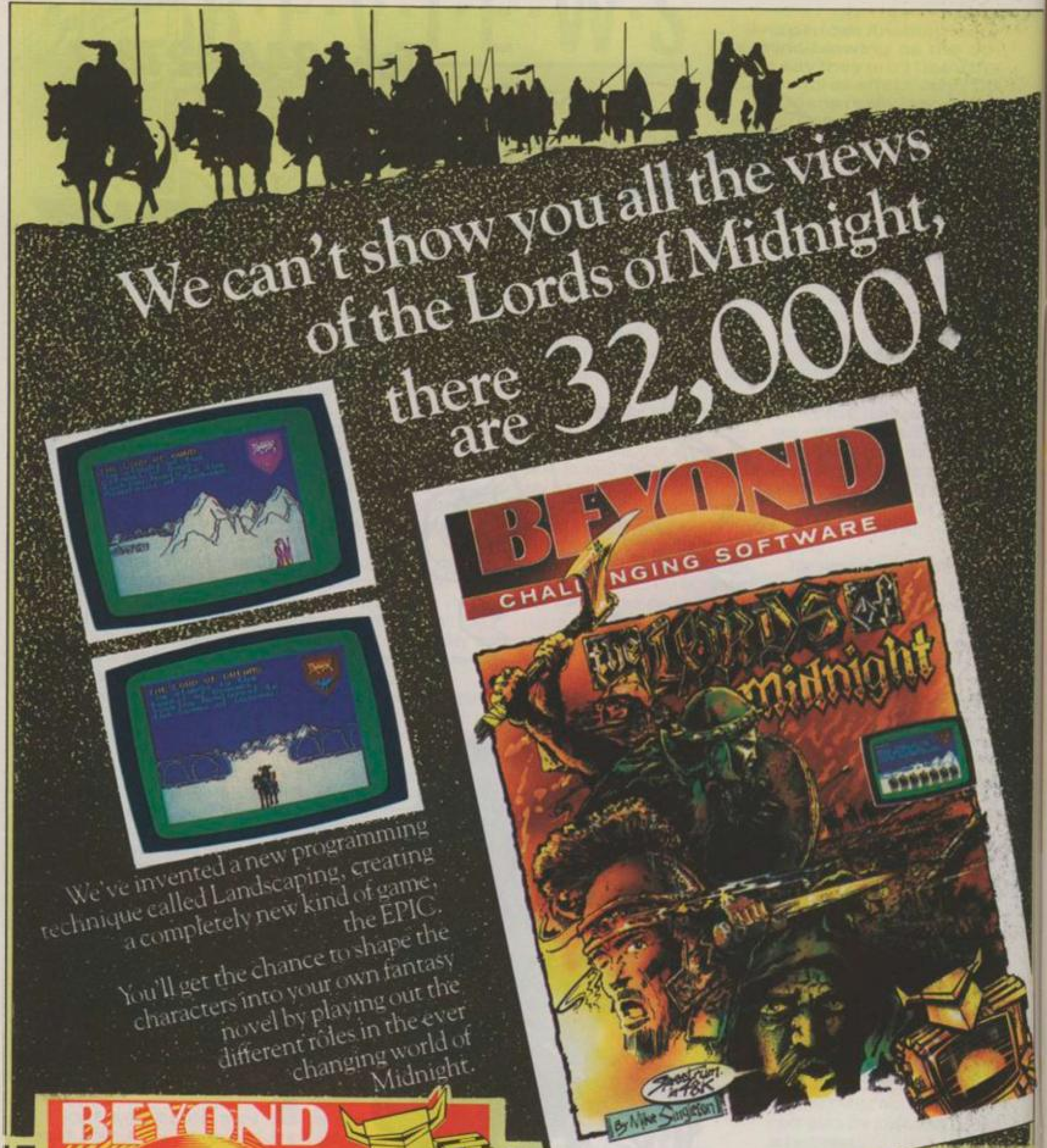
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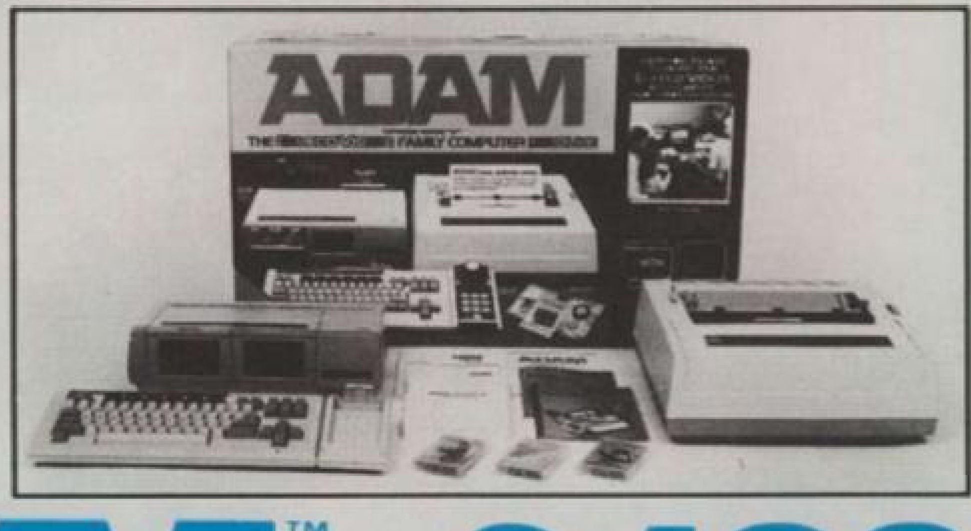

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BUILT-IN WORD PROCESSOR: Adam comes with SmartWriter word processing built-in. This program is so easy to use that you only have to turn the power on and the word processor is on line and ready to go. Detailed instruction books are not necessary as the Computer guides you step by step, working from a series of Menu commands. It enables you to type in text, then completely edit or revise it with the touch of a few keys. Changes are readily made and a series of queries from the computer confirm your intentions, so that you can continuously double check your work as you type.

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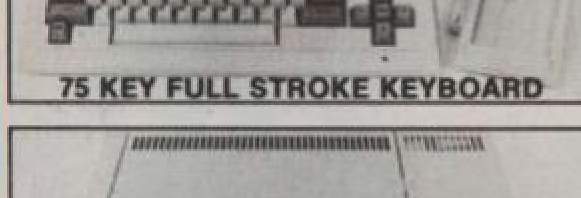

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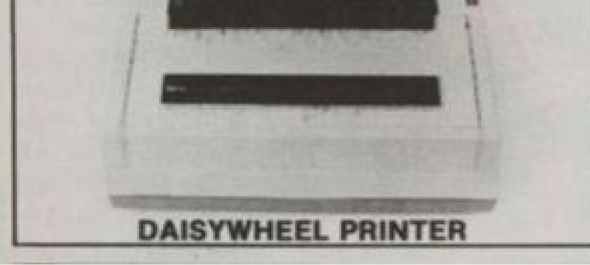

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ARCADE

ARCADE SPY

Last month the Arcade Spy was introduced. His mission – to report on the state of London's arcades to see what standard of gaming you can expect to enjoy. Eight arcades were chosen, all bar one situated in approximately one square mile in the heart of the West End. The remaining arcade chosen was in Victoria near the main line station where you can guarantee to find new games.

The Spy has struck! Furtively creeping around some of the West End's arcades – notebook in hand – you may have seen this suspicious looking character on a mission of the greatest importance! Yes, the Spy's first assignment was to report on the arcades in the West End to see how the land lies on the games front.

Entering an arcade for the first time can be an awesome experience. You could be excused for thinking that you had stumbled into a strange new world on some far and distant planet. The predominant sound is that of dedicated alien zapping and the players' faces are illuminated with a ghostly light from the games they are playing.

There isn't much natural light – neon strips abound and the ghostly atmosphere is accentuated by the flashing reds, blues, yellows and greens from these games. Clusters of people hang around the most popular game of the moment ever on the look-out for tips. There isn't much communication between rival players – how could there be with the sounds of some 20 games exploding in your ears?

Family Leisure Old Compton St

In the West End, the Family Leisure Group of arcades seems to have the monopoly – I counted five, all within approximately one square mile. However, the games to be found in each arcade differ widely.

The first arcade to be spied upon was the Family Leisure in Victoria Street – around the corner from the station. This arcade is packed with machines and contains a mixed crowd – mostly those interested in playing fruit machines which were particularly predominant. At the time of writing, there were only seven video games in this arcade, but two of them were the very latest games, *Gaplus* which is a very colourful mixture of *Galaga* and *Galaxians* (*Galaga Mark IIII)* and *V.S. Tennis* which is a tennis game for two players with a remarkable split screen so that neither opponent can see his partner. Other games included old favourites such as *Astron Belt*, *Pole Position* and *Star Wars*. Good games in the arcade but if you want a greater choice you'll have to travel into Soho.

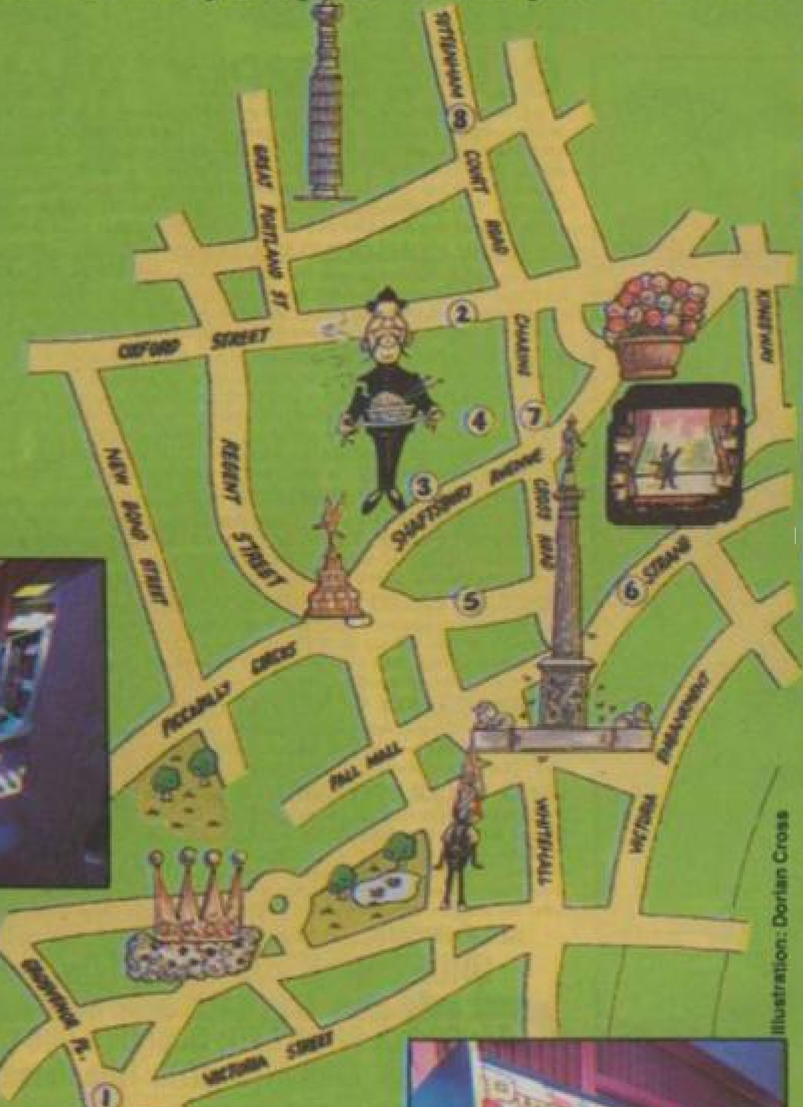


Illustration: Dorian Cross

Next on the list was The London Leisure Centre, a fairly new arcade in Oxford Street. Although this has been open for well over six months it still looks as if the place has just been taken over – the arcade is huge and although it contains a large number of games it is by no means full. I counted 26 video games. There weren't that many new games other than *Spy Hunter* and *M.A.C.H. 3*, but if you want to play many of the oldies this is the place to come to. *Joust*, *Robotron* and *Defender* jostled for space with *Scramble*, *Berzerk*, *Pac-Man* and *Gorf* – just a few of the games that might not be found in your local arcades.

Flashing lights proclaimed that the Spy had just entered Las Vegas. Penetrating into the gloomy depths of the arcade, lit almost entirely by the lights from the games themselves, it occurred to the Spy that Las Vegas was in Wardour Street in the heart of Soho and not in the States. The prices per game in this arcade were marginally lower than in others – *TX-1*, Atari's racing game is 30p as compared to 50p in other arcades and *Firefox* is only 20p per game. A good selection of both old and new games was prevalent with competitive prices. Universal's *Mr Do* was doing especially well and at a cost of only 10p per game – you can't complain! A well laid out arcade and definitely worth a visit.

Casino Amusements

A short walk down the road will take you to Family Leisure in Old Compton Street. This arcade is used as a test centre for new games and you can guarantee that there will always be a few games that haven't yet reached the rest of the country. When the Spy visited the arcade, the most popular games were *Punch-Out!!*, *TX-1*, *Star Blazer*, *Track & Field*, *Crossbow*, *Pole Position*, *Star Wars* and *10 Yard Fight*. John Pilkington who had travelled down from Milton Keynes said about *Punch-Out!!* "I have never seen anything like it before – I often go to arcades and I come down to London especially to play *Punch-Out!!* I've been playing it

Family Leisure Old Compton St

Photographs by Chris Parker

KEY
1 **Victoria St**
Family Leisure
2 **Oxford St**
The London Leisure Centre
3 **Las Vegas**
Wardour St
4 **Old Compton St**
Family Leisure
5 **Crystal Room**
Off Leicester Square
6 **The Strand**
Family Leisure
7 **Lot-O-Fun**
Charing Cross Road
8 **Casino Amusements**
Tottenham Court Rd

for about two weeks." The Family Leisure is a friendly arcade and one with a constant change in the games scene which is refreshing.

To parallel Las Vegas in glittery lights is The Crystal Room in Leicester Square – whose name speaks for itself. Even with two thirds of the arcade given over to pinballs and fruit machines, there is still enough room for a very impressive array of video games. These are all packed into one corner of the arcade and when filled with people life becomes a little squashed!!

A small arcade can be found lurking in the Strand – yet another from Family Leisure – which has several new games: *Gaplus*, *10 Yard Fight* and *Bomb Jack* as well as three *Defenders*, two *Track & Fields*, two *Star Wars* and two *Pole Positions*, all of which seemed to be extremely popular. *Mr Do*, *Astron Belt* and *Sinistar* were amongst the older machines.

Having seen some fairly large arcades, it was quite a surprise to find a very small one on Charing Cross Road – with only six video games – all fairly recent. It really isn't worth a visit, though, when there are so many arcades nearby packed with a wider selection of games.

Casino Amusements is a middling sized arcade in Tottenham Court Road. It has an extremely unprepossessing exterior, but the wealth of games inside is fantastic. Casino Amusements is the second of the two test centres visited. It would be impossible to say what games you will find in the arcade should you decide to go in as the games being tested are changed every two or three weeks. The volume of sound is so loud that it's hard to hear yourself think and carrying on a conversation could leave you with a severely damaged larynx! John Stergides, who owns the arcade, said that players prefer the dim lighting and loud volume as it enhanced their enjoyment when playing. Rather them than me!

On the subject of testing games, John said "The manufacturers send us a sample of games to test but I can only test 10 games at a time. We know within 10 days whether a game's good or bad. Games may stay with us for testing for a maximum of 10 weeks"

There are more arcades in the West End but the Spy decided to feature only eight as they are all concentrated within walking distance, so if you visit London in the near future and wish to practise for the arcade championships, look at the map which will show you where the arcades are situated. They're worth a visit and a necessary part of anyone's sightseeing tour of London!

If you want the Spy to make a secret report on the arcades in your area, drop a line to Arcade Spy, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ, giving details of the area and your name and address.

GLASS JOE BOXES CLEVER!

PUNCH-OUT!!

It's a knock-out! Glass Joe staggers from that punishing left hook and hits the deck.

There's a resounding cheer and your hand is lifted in the winner's salute – you're through to the next round.

Now that summer has arrived, we've thrown off that feeling of lethargy left over from winter and the new trend in arcade games this summer seems to be in keeping with this feeling of 'let's take some exercise!'

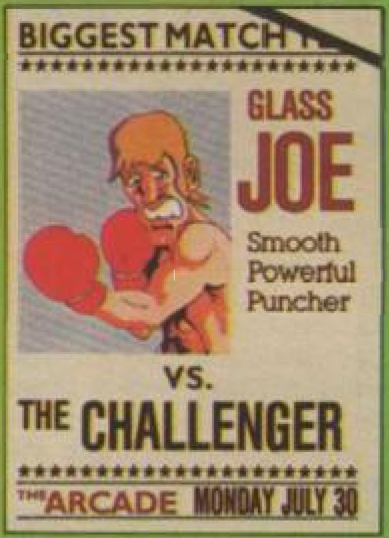
Punch-Out!!, from Nintendo, is a fabulous boxing game where you have to meet and take on a series of fighters in an attempt to win the World Video Boxing Association's championship title.

You start off by fighting Glass Joe, who's a pretty nifty opponent. To help you, the computer shouts instructions like "left", "right" and "body punch" and if you manage to hit the right buttons on time, you stand a good chance of going for a knock-out.

Your stamina increases every time your punches connect and this is shown on the Power Meter. However, if you don't manage to dodge your opponent's punches, you'll lose stamina and eventually hit the deck. The game is over when you're knocked out or when the time count reaches zero.

Glass Joe is quite a well matched opponent. However, future rounds will take you on to meet four others who include the Bald Bull and, eventually, Mr Sandman – and I tell you, they don't come any meaner!

The graphics are great – cartoon-style – and *Punch-Out!!* is a very addictive game which is great fun to play. It'll definitely sort out the men from the boys!

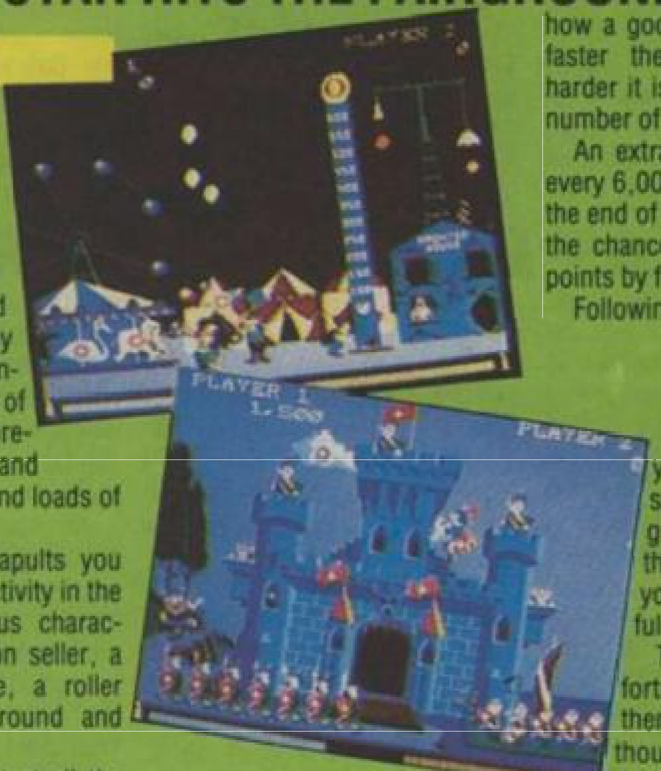


SHOOTING STAR HITS THE FAIRGROUND

GREAT GUNS

All the fun of the fair is the theme of Stern Electronics' latest offering which is set in a fairground.

A shooting game with two rifles placed outside the cabinet is by no means an original innovation but the theme of the game, although predictable, is original and it's filled with activity and loads of colour.



The first scene catapults you straight into a riot of activity in the fairground with various characters including a balloon seller, a juggler on a unicycle, a roller coaster, a merry-go-round and the big wheel.

The idea is to shoot at all the moving targets in the fairground which are marked with cross-hairs in order to score points. The cross-hairs are in evidence everywhere – on the cars of the roller coaster, on the big wheel and on the bobbing balloons.

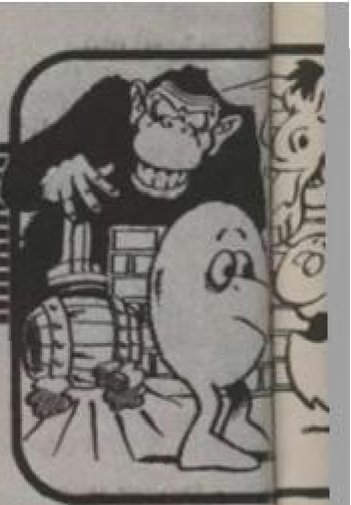
Great Guns will separate the men from the boys and show just how a good a shot you are. The faster the moving target, the harder it is to hit and the greater number of points scored.

An extra bullet is awarded on every 6,000 points scored and, at the end of the game, you're given the chance to earn some bonus points by firing at targets.

Following screens are much more difficult as the targets move faster and you've got to work a lot harder to gain your bonus points. The same high standard in graphics is continued throughout the game and you will see some beautifully depicted settings.

The rifles are very comfortable to use and sighting them is very easy, although you may have to make allowances.

I found it much more fun testing my shooting skills in a two player game—there is a definite competitive element in *Great Guns*.



PITFALL PRIZE WINNERS

A champagne presentation and a slap-up meal were the order of the day when the lucky winners of our Pitfall competition came down to London last month to receive their prizes.

The lucky winners were invited along to the *C&VG* stand at the Summer Computer Fair in Earls Court to be presented with their prizes by Clare Trotter – Activision's European Co-ordinator.

After sipping champagne and meeting the *C&VG* team, they were whisked off by taxi to a top London restaurant for an all-expenses-paid blow-out.

All our lucky contestants had to do was tell us the number of animals that our artist had hidden in the trees in his mock-up of *Pitfall*. Then, in not more than 20 words, they had to tell us what the common link was between Pitfall Harry, Tarzan and Doctor Livingstone.

The top three entrants had twigged that it was humour we were after – good jokes like Wymen Chua's "They still can't eat three Shredded Wheat". Andrew Walker decided to go for a play on words with "they all need their Active-vision". Anthony Tankard decided to base his entry on the old Coca-Cola advertisement with a long list which I have no intention of mentioning in full here – though if I say it includes "go gettin', cool talkin' ", you'll know what I mean.

The prize winners each receive an Atari VCS plus *Pitfall II*, *Space Shuttle* and *Frostbite* – all generously donated by our friends at Activision – which all goes to show that the biggest and best prizes are alway in *C&VG*.

TUTANKHAM GOES COLECO

The ladies and gentlemen of *Joystick Jury* have been starved of new video game cartridges this month.

In fact, the only new game up before the judge in the last four weeks is Parker's new version of *Tutankham* for the ColecoVision.

This shortage of games has tended to make the Jury a little bit thorough in their job.

They were out for a whole week before they returned their verdict on *Tutankham*.

Luckily for Parker Brothers, the Jury could not praise the game highly enough.

This latest Coleco cartridge is based on Konami's arcade game of the same name.

The idea of the game is to recover all the fabulous treasures left behind in King Tut's burial tomb.

You are Archie, the intrepid archaelogist, who is brave enough to risk the terrors of the evil keepers of the tomb.

Your only defence against the Cobras, Dragons, Crows, Cats, Bats, and Sparks is a laser gun with a limited amount of fire power.

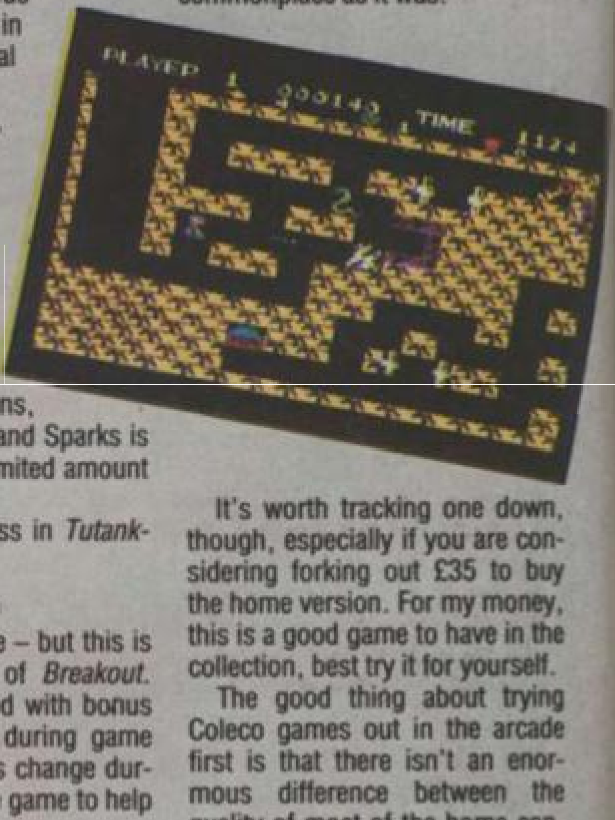
The key to success in *Tutankham* is to plan your route carefully so that you collect all the treasures and use up as little laser power as possible.

The graphics of this version are so much more colourful than the other versions of the game already available – clear proof that the Coleco is one of the best.

Another nice feature of this game is that it responds very well to the joysticks – something that you cannot safely say about many other Coleco games.

When Konami's *Tutankham* hit the arcades two years ago there was a queue of gamers waiting to take-part with 20 pence to be Archie for a short while.

You can still find the game in some arcades, though it is not as commonplace as it was.



It's worth tracking one down, though, especially if you are considering forking out £35 to buy the home version. For my money, this is a good game to have in the collection, best try it for yourself.

The good thing about trying Coleco games out in the arcade first is that there isn't an enormous difference between the quality of most of the home conversions and the arcade originals. *Tutankham* is available at £35.

THE VERDICT

A splendid arcade-style Adventure game and the first real alternative to Coleco's own *Venture*.

● **Action**	4
● **Graphics**	5
● **Addiction**	4
● **Theme**	4

PLAY BY MIND CONTROL

Mind Games and Super Chips were just two of the things on show at the recent Consumer Electronics Show in Chicago last month.

The CES is the biggest games show in the world. All the top American games companies show off their goods there and some British ones as well – Quicksilva notable amongst them.

Stealing the show for the games player was Atari's new Mindlink System described as a "revolutionary product that allows you to control the action on your video game or computer screen with a specially designed headband rather than with conventional hand controllers".

Mindlink works by detecting slight electrical impulses generated by the muscle movement in your forehead. Infra-red sensors are attached to the headband, sending signals to a receiver that is connected to your Atari.

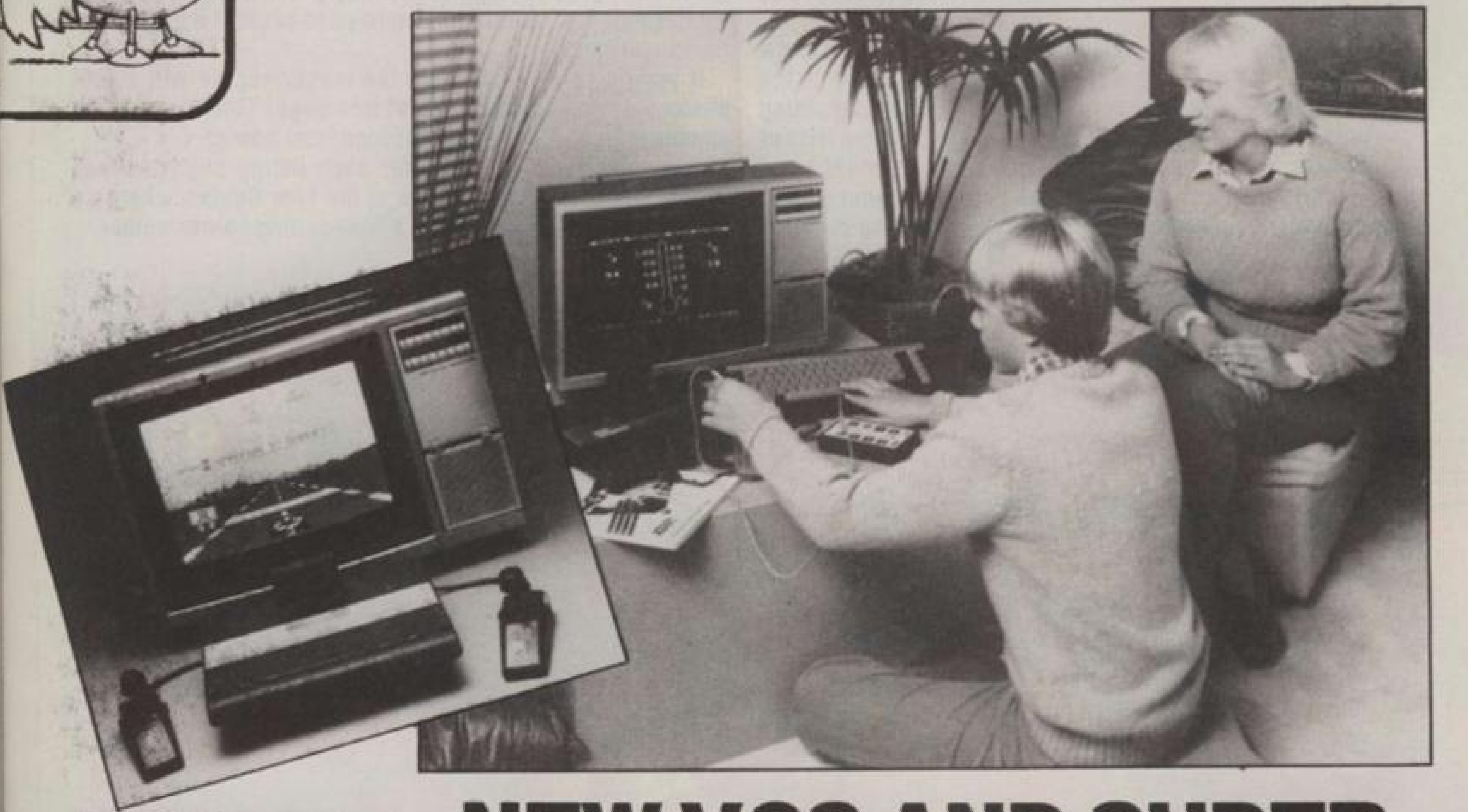
The headband can be used to play games at a distance of up to 20 feet from the screen.

C&VG's editor slipped the headband on to give Mindlink a try but wasn't terribly impressed. "It's an interesting idea but I'm not sure how much use it will be in a really complicated game where more than simple up, down, left, and right movements are required".

The Mindlink will go on sale in the USA later this year and comes complete with a specially developed *Breakout* game – but this is no ordinary game of *Breakout*. Players are rewarded with bonus points for relaxing during game play and the colours change during the course of the game to help them achieve this.

An Atari spokesman said of Mindlink: "Adults are particularly interested in the relaxation and biofeedback applications, while adolescents and teens – although interested in relaxation – love the idea of playing games by using their mind power alone".

Atari UK have yet to decide whether or not Mindlink will be made available in the UK. One way or another, gamers are going to have a lot to think about in the next few months.



NEW VCS AND SUPER SYSTEM

For as long as I can remember, the home computer manufacturers have been telling the video games manufacturers that their days are numbered.

People want to do more than just play games, the argument goes, and games systems are obsolete. Well there may be something in these predictions but the simple truth is that video games are still here.

Atari claim that they are selling more VCSs this year than they did last year and have just unveiled a new games-only system, using the slogan "long live the video game" to promote it to the retailers.

The new system was shown to the trade at CETEX which is the UK's main consumer electronics show. It's basically a new VCS in a new slimline box.

The new 7800 is an entirely new system with improved sound and graphics and its own souped-up software library and is similar in design to the 5200 which has been selling in the US for two years now.

The system will come complete with new Super Controllers and *Pole Position II* – the follow up to the highly successful *Pole Position* racing game.

When the 7800 goes on sale in September, it will feature several well-known arcade games never before offered on a home system. Games like *Xevious, Robotron* and *Sphinx* are bound to make the new machine a real rival to ColecoVision for people who want to buy a deluxe games system.

As well as the hit arcade titles, there are also some new games in the pipeline from Lucasfilm Ltd, the people behind *Star Wars*, with titles like *Ballblazer* and *Rescue at Fractulus*.

Atari have high hopes of these games which will feature computer generated music, sound effects and three dimensional graphics.

The Atari 7800 will be available in September at £99.99 with its initial 12 cartridges selling for £24.95.

That old workhorse, the VCS, has also now been brought up to date after six years of service.

The Atari 2600jr will go on sale next month at £74.99 and will come with a set of Super Controllers and a *Centipede* cartridge. The new VCS will run existing VCS cartridges.

Atari's UK managing director is optimistic about the new machines: "The new hardware and software will undoubtedly refresh the games market."

Going back to the old VCS, initially there will be seven games for the new superchip. These include *Track and Field*, which is the official home video game of the 1984 Olympics. A special three button arcade-type controller is included in the price of the *Track and Field* cartridge.

The latest member of the *Pac-Man* family to be turned into a game is *JR Pac-Man*. The new game includes some novel twists made possible by the superchip technology, including seven different scrolling mazes, more power pills and some new aliens to avoid. Also for younger players – less ghosts.

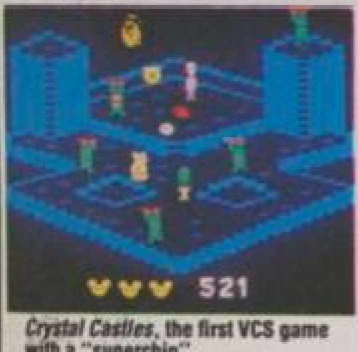
Midnight Magic is a pinball game, with the joystick controlling the flippers. All original features – but it won't tilt!

ENTER THE SUPERCHIP

Atari has just developed a new "superchip" to speed up and improve the graphics of their new VCS cartridges.

The first two games to feature the new chip are *Millipede* and *Crystal Castles* – reviewed exclusively in *C&VG* last month.

For the technically minded, the "superchip" expands the memory capabilities of the standard VCS cartridge, enhancing the graphics and allowing far more complex game play by boosting Read Only Memory (ROM) in the video game cartridge from the standard eight kilobytes to 16k, or by using a proprietary Random Access Memory (RAM) chip nicknamed Sara.



***Crystal Castles*, the first VCS game with a "superchip".**

C&VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or close copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £25 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name: ....

Machine make: .... Model ....

Other models it should run on: .... Number of K needed to run it: ....

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it: ....

Author's Christian name: .... Surname: ....

Address: ....

....

.... Tel: .... Date: ....

Type of game: (If original please say so) ....

Loading instructions: ....

Game instructions: (If not included in the listing) ....

....

....

Office use only

Date received: ....

Acknowledgement sent: ☐

Name of evaluator: ....

Date sent out: ....

Date due back: ....

Needs to be returned to author for alterations: ☐ Date sent: ....

Due to be published in .... issue of magazine.

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐

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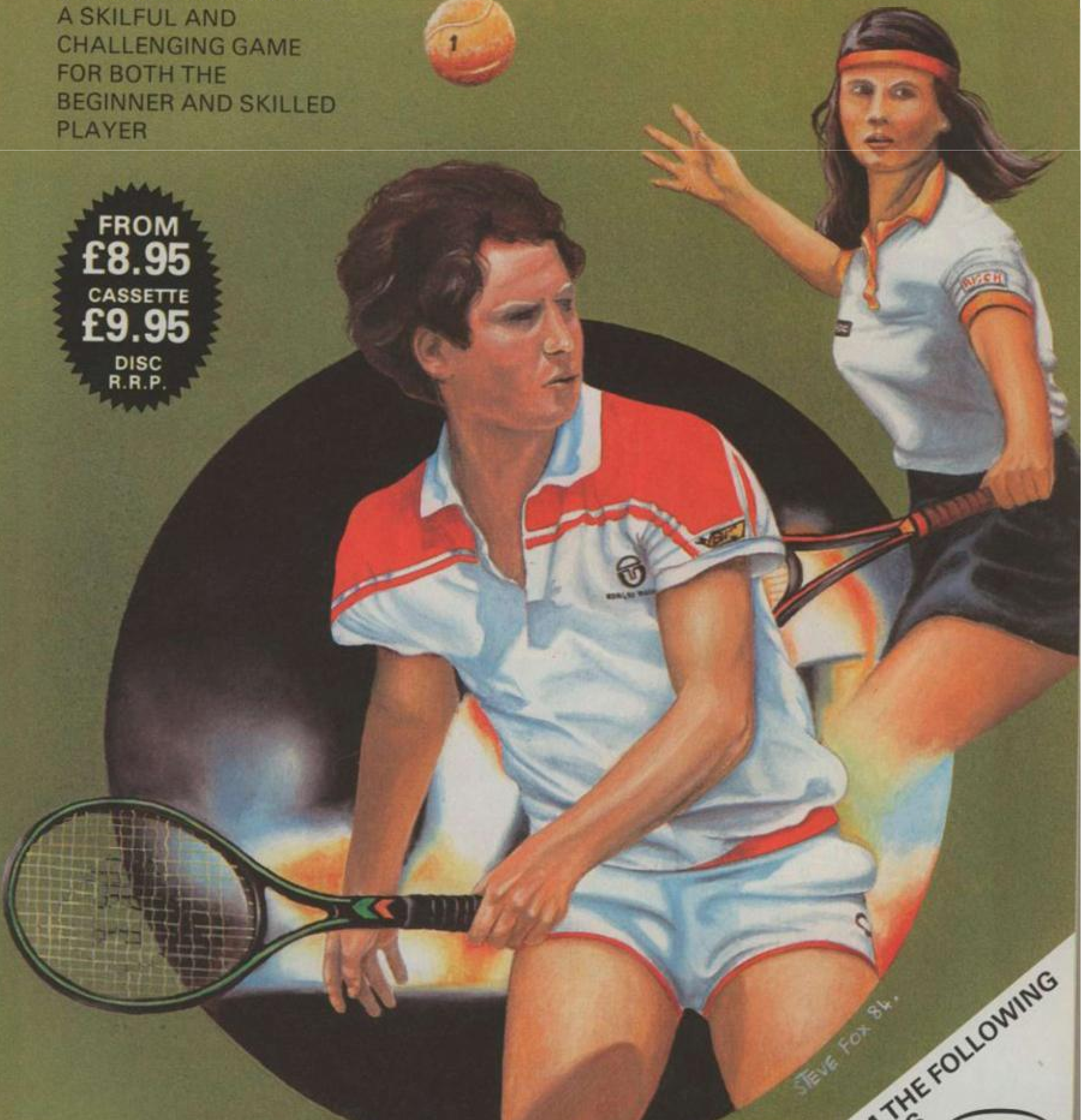
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Kevin Toms

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- ★ Four Divisions ★ Pick your own team for each match
- ★ As many seasons as you like
- ★ Managerial rating
- ★ 7 skill levels
- ★ Save game facility

Addictive

*ZX81 Chart,
Home Computing Weekly 16.8.83

Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro ... To the ordinary person it is an excellent view of what can be done in the field of computer games ... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring ... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983).

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems ... "(Personal Computer Games – Summer 1983)

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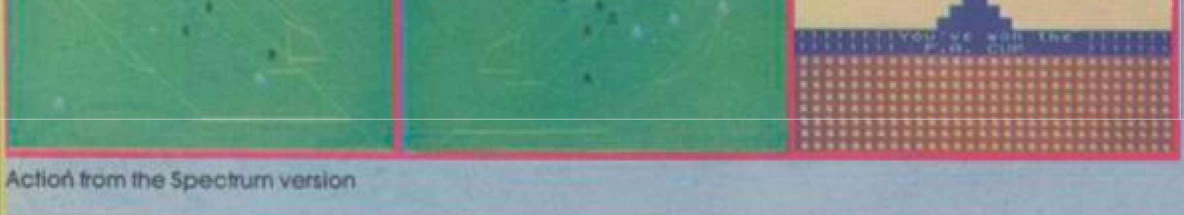

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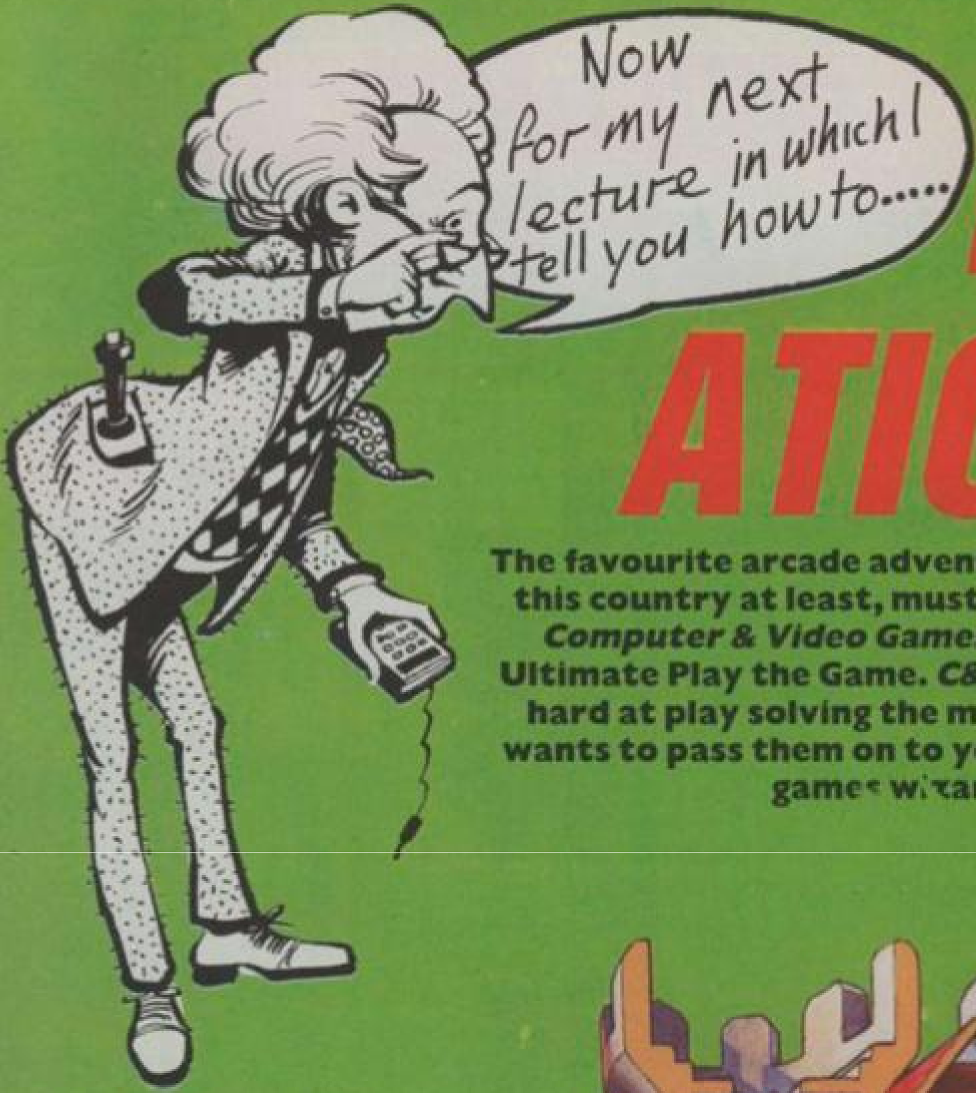
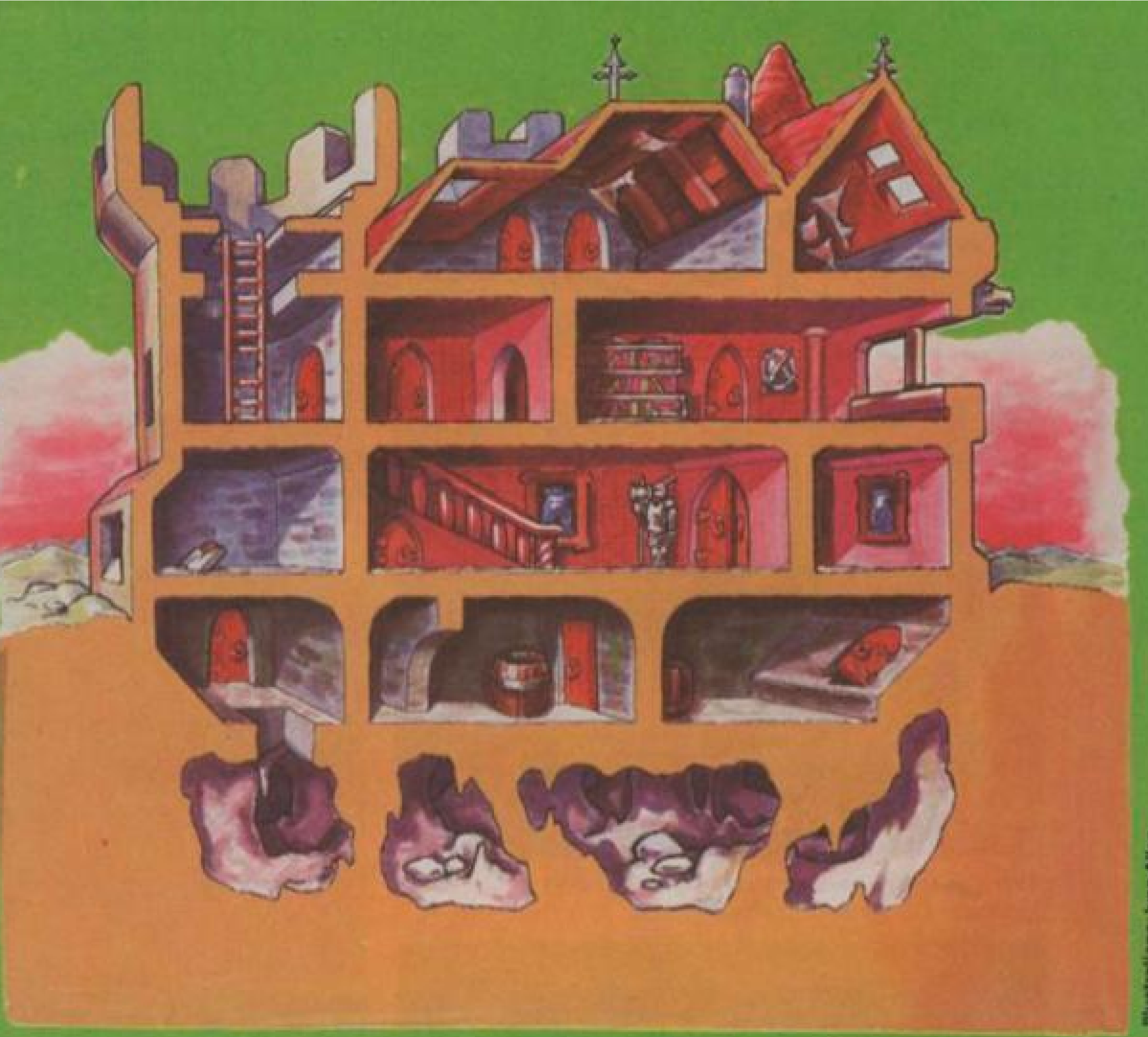

Now for my next lecture in which I tell you how to.....

ATTACK ATIC ATAC!

The favourite arcade adventure among computer gamesters, in this country at least, must be the best-selling *Atic Atac* from *Computer & Video Games* Golden Joystick award winners, Ultimate Play the Game. *C&VG* reader, Michael Wood, has been hard at play solving the mysteries of the game – and now he wants to pass them on to you with the help of *C&VG*'s resident games wizard, Professor Video!


Illustrations: Ivan Allen

The object of *Atic Atac* is very simple. All you have to do is escape from the castle. Easy? Not a bit of it! And that's why this neat game from Ultimate Play the Game has been hogging top positions in the *C&VG*/Daily Mirror chart.

To escape from the castle, you must discover the Golden Key of ACG – ACG stands for Ashby Computer Graphics, the company which owns Ultimate. To find the key, you have to explore the five floors of the castle which has almost 150 rooms!

You begin your adventure in the castle – taking the part of a serf, a knight or a wizard – on the ground floor. To get from one floor to another, you must use the staircases. But you could find yourself taking a quick trip to a lower floor via a trapdoor. There are 11 of these around the castle and, although you may end up a bit bruised if you take a trip through one, the trapdoors generally lead you directly to the floor below. When you fall through a trapdoor, you will always land on a rug.

There are doors which lead you from one room to another. These will open from time to time to allow you to go through them. However, if you come across a coloured door – red, blue, green or yellow – you will need to have a key of the corresponding colour in order to get through them. You'll find these keys hidden in the many rooms of the castle.

You can only carry three items at a time and, since there are four coloured keys, three parts to the Golden Key and various other objects dotted around the castle, you have to do a bit of forward thinking.

The coloured doors will remain open once you have found the keys and unlocked them, so it's better to go through the castle, opening as many doors as you can and then to drop one of the coloured keys.

The blue key can always be found in the basement and can only be reached by dropping through a certain trapdoor on the ground floor. The green key is placed randomly on either the ground floor or first floor. The red key can be found on either of these floors too but it is always guarded by the Mummy!

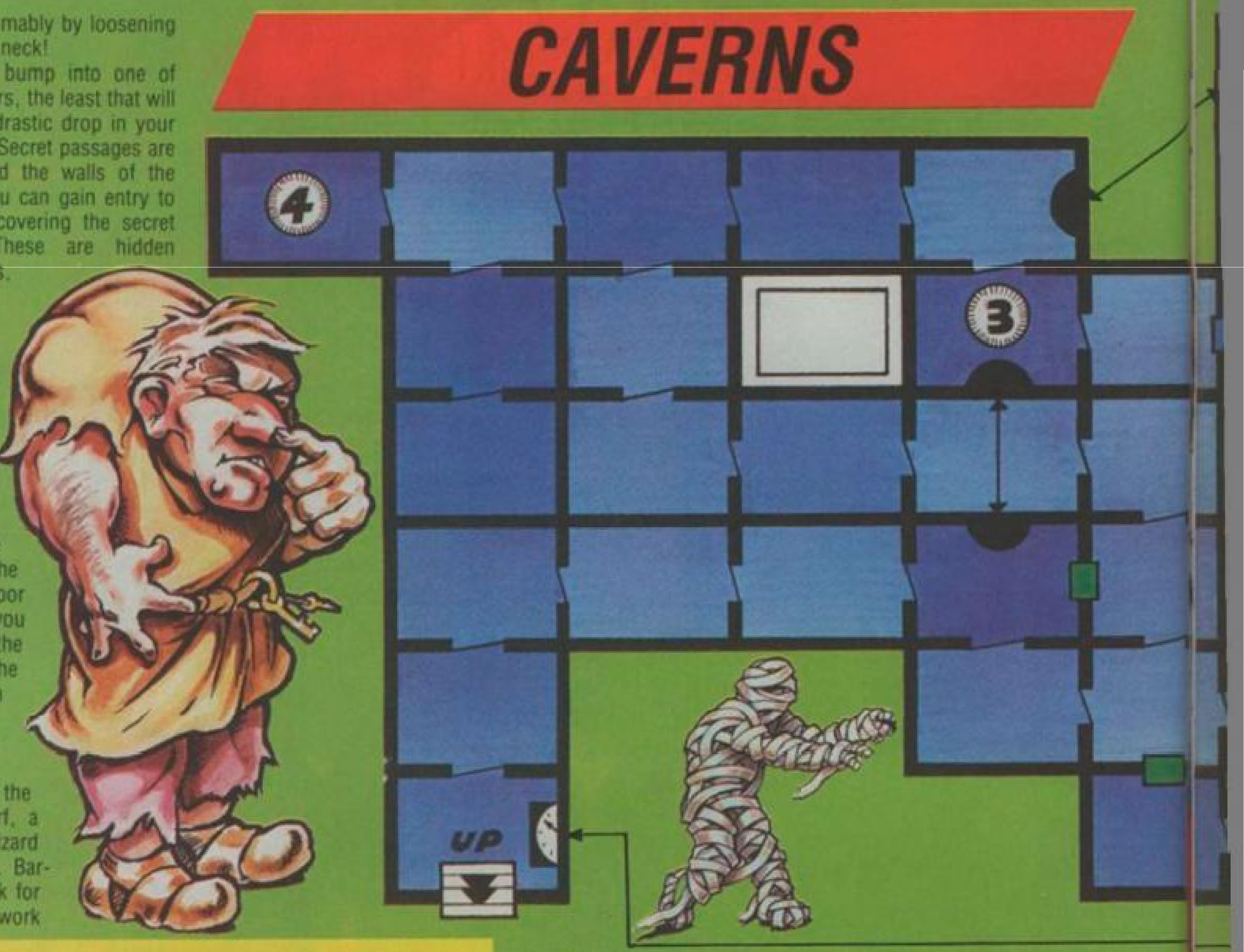
Most of the monsters you come across in the Ultimate Castle will disappear if you simply bump into them but there are some lethal monsters which will kill you. You can kill them only if you are carrying the right object.

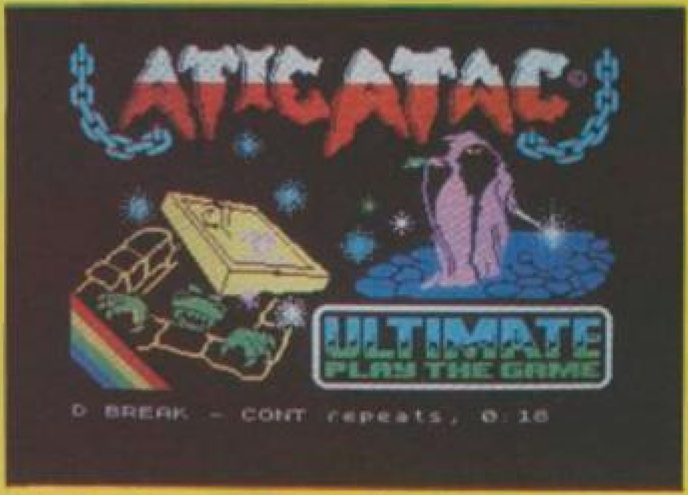
The deadly monsters are the Hunchback, Frankenstein, the Mummy, Dracula and the Devil. As we've already said, you can kill them with the right weapon. For instance, if you have a cross then Dracula will not appear. If you have a spanner and Frankenstein appears, you'll be able to get rid of him, presumably by loosening the bolt in his neck!

If you do bump into one of these monsters, the least that will happen is a drastic drop in your food supply. Secret passages are hidden behind the walls of the castle and you can gain entry to these by discovering the secret entrances. These are hidden behind clocks, barrels and bookcases.

The passages will generally lead to another room on the same floor, except for the barrel on the ground floor which leads you to a room on the first floor. The passages can only be used by certain characters. You can play the part of a serf, a knight or a wizard in this game. Barrels only work for serfs, clocks work for knights and bookcases for wizards.

CAVERNS





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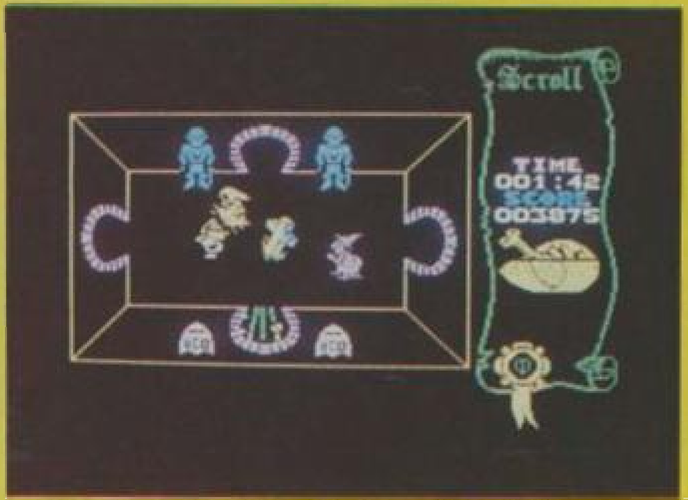
The stunning opening graphic intro screen to Ultimate's best selling game.



A wizard gets into a bit of bother with a witch in one of the castle's many rooms

Now to the Golden Key. There are – as we've already mentioned – three parts to this key. They are hidden in various rooms in the castle. Two parts have the letters "A", "C" or "G" on them – the remaining part is the ring-shaped end.

There is always one part of the key in the attic and usually one in the caverns. The third is placed randomly in the castle. When you discover a section of the Golden Key, you must take it back to the room where the main doors are, drop it and go off in search of the other parts.

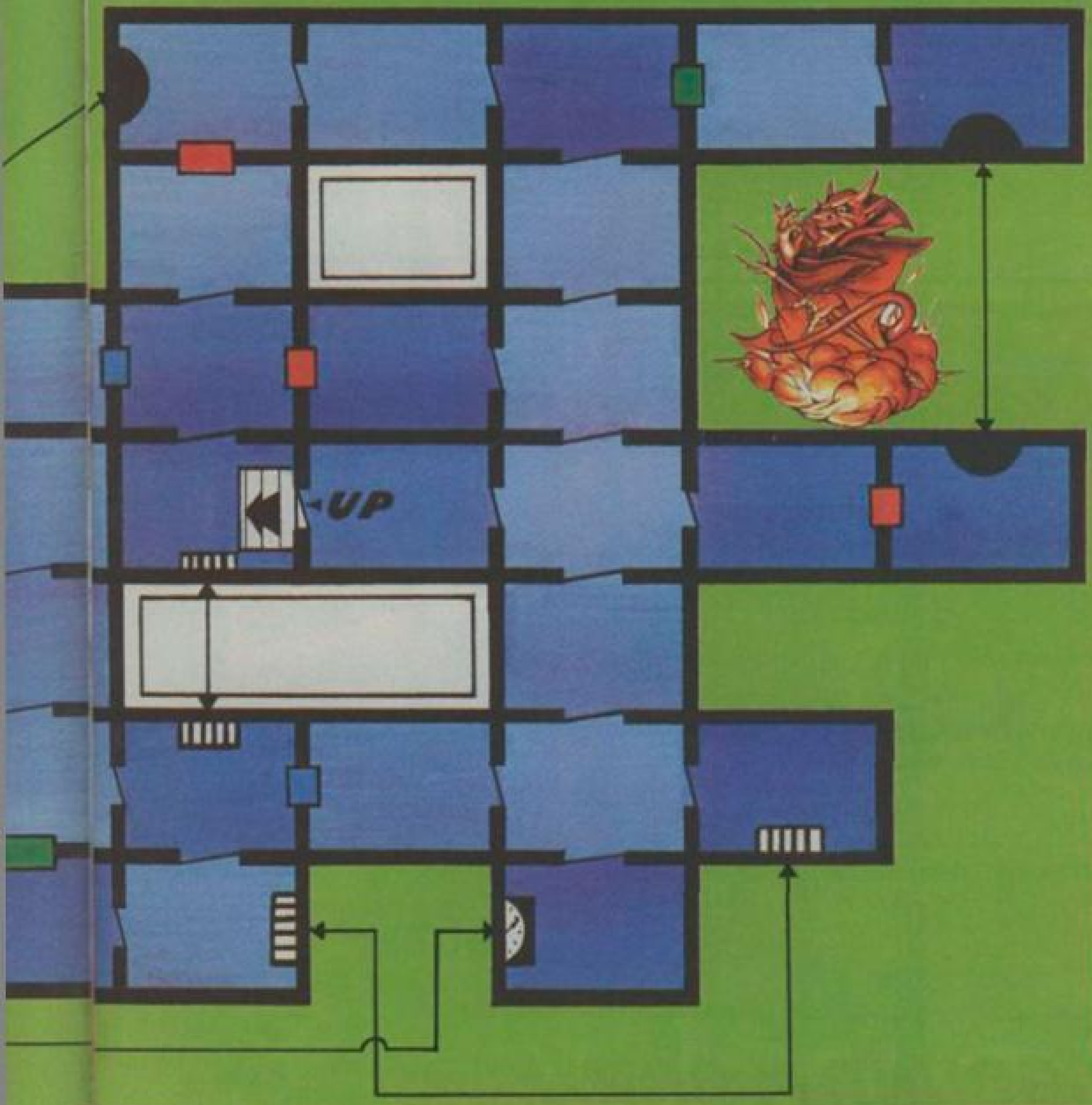
When you have found all the parts, you have to arrange them in the correct order on your "scroll" on the right hand side of the screen so they become the entire Golden Key. Then you simply walk through the main doors to find the surprise that awaits you!

How To Use Your Map

Remember that with most computer adventure games – whether they are arcade-style Adventures or conventional Adventures – the map is only a guide to improving your mastery of the game.

With almost all games, there is more than one way of solving them. These maps are designed to help you develop your skill at *Atic Atac*.

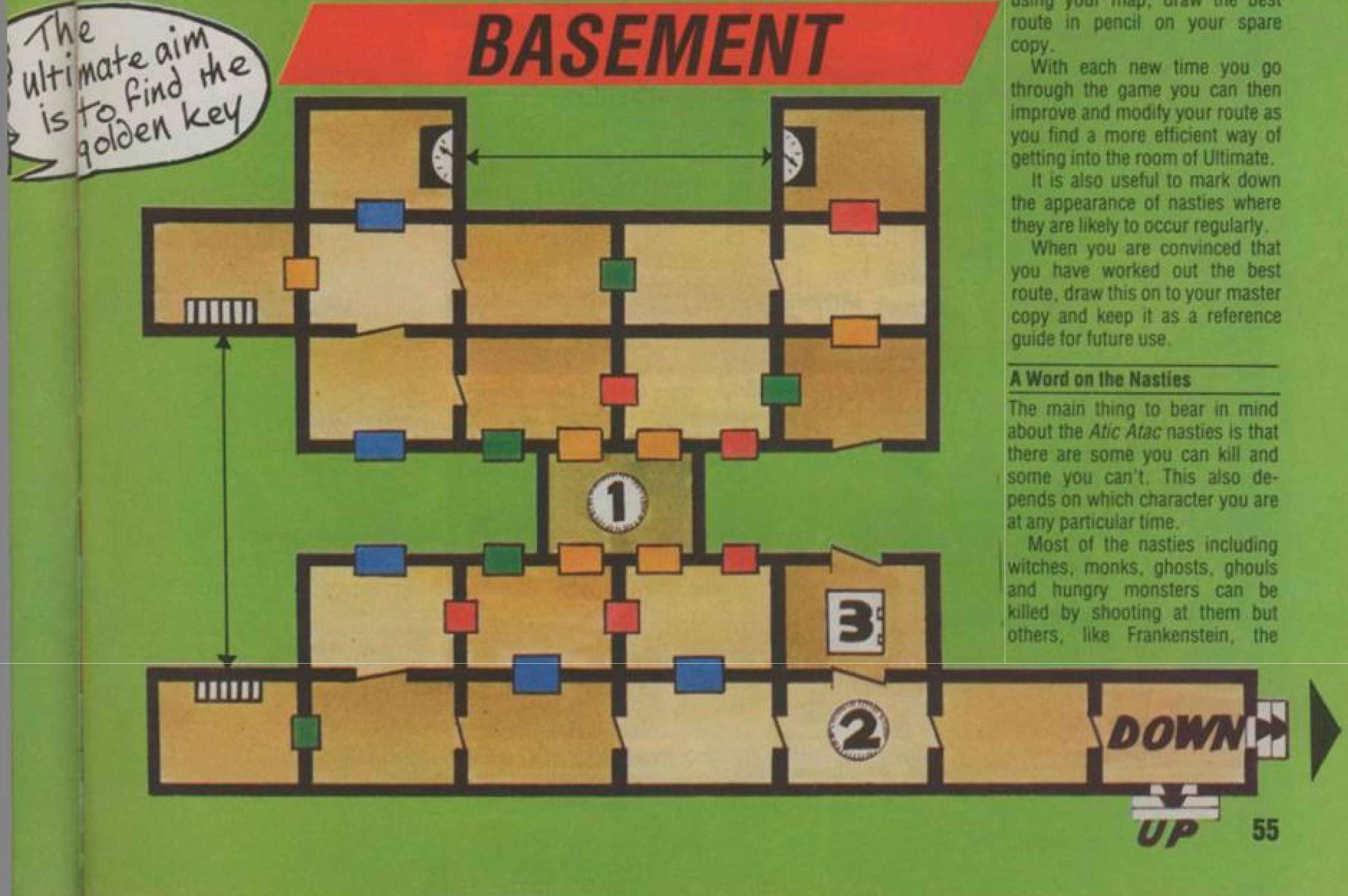
To get the most out of them, I recommend that you take a couple of photocopies of each map.



THE KEY

- RUG
- TRAPDOOR
- DOOR OF A.C.G
- UNLOCKED (NORMAL) DOOR
- COLOURED DOOR
- CLOCK
- BARREL
- BOOKCASE

BASEMENT



As you play through the game using your map, draw the best route in pencil on your spare copy.

With each new time you go through the game you can then improve and modify your route as you find a more efficient way of getting into the room of Ultimate.

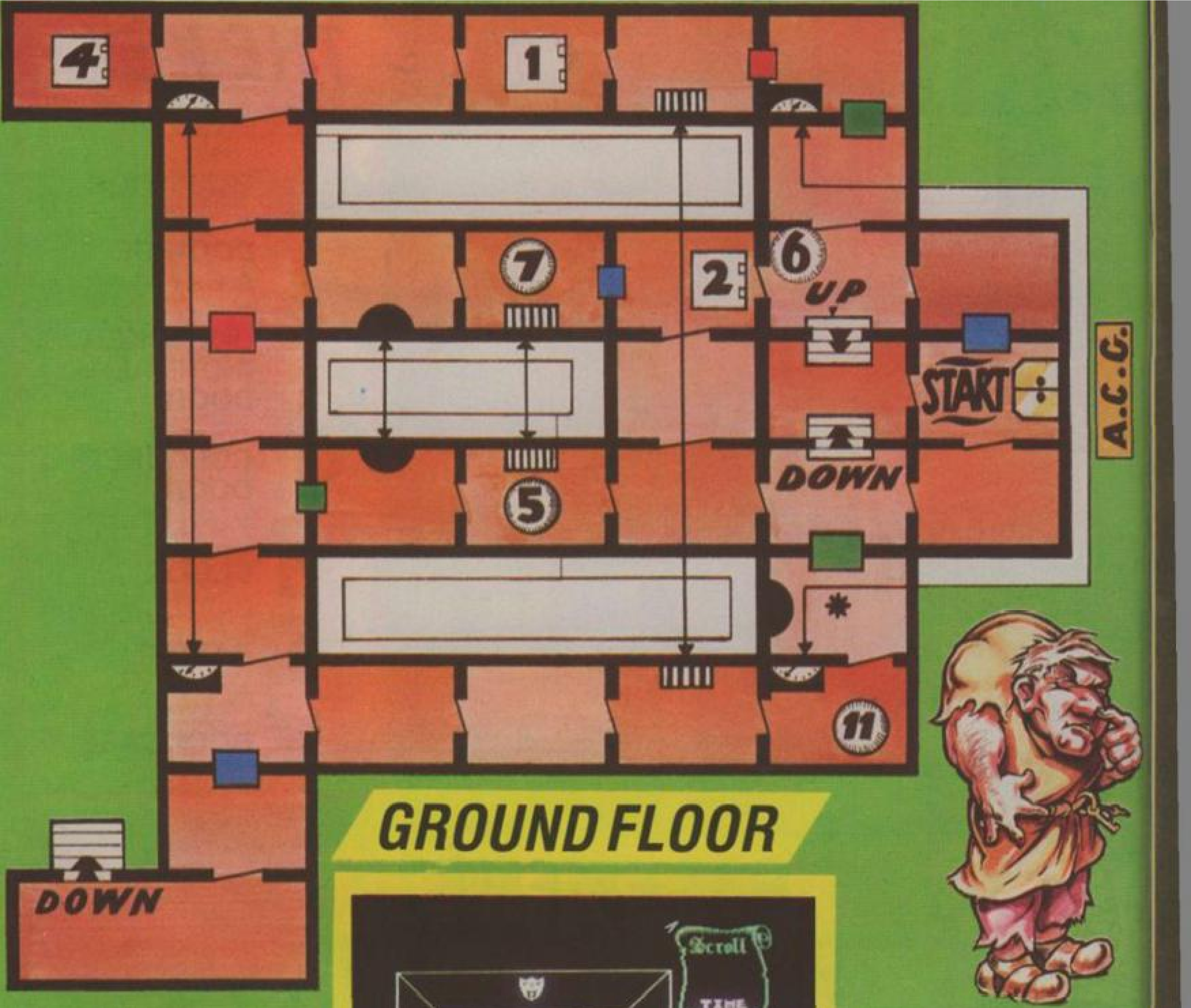
It is also useful to mark down the appearance of nasties where they are likely to occur regularly.

When you are convinced that you have worked out the best route, draw this on to your master copy and keep it as a reference guide for future use.

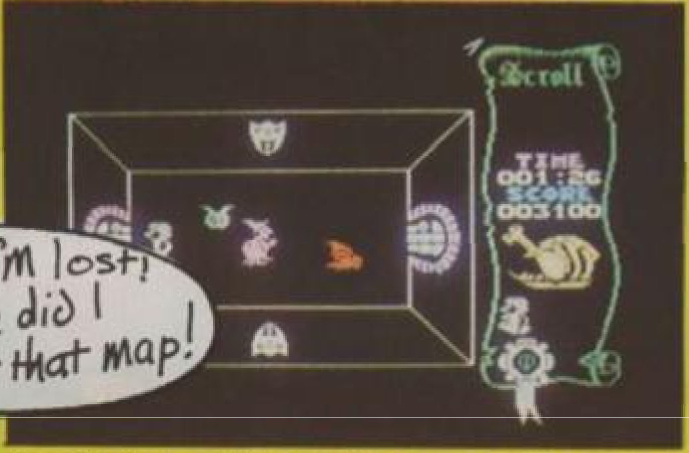
A Word on the Nasties

The main thing to bear in mind about the *Atic Atac* nasties is that there are some you can kill and some you can't. This also depends on which character you are at any particular time.

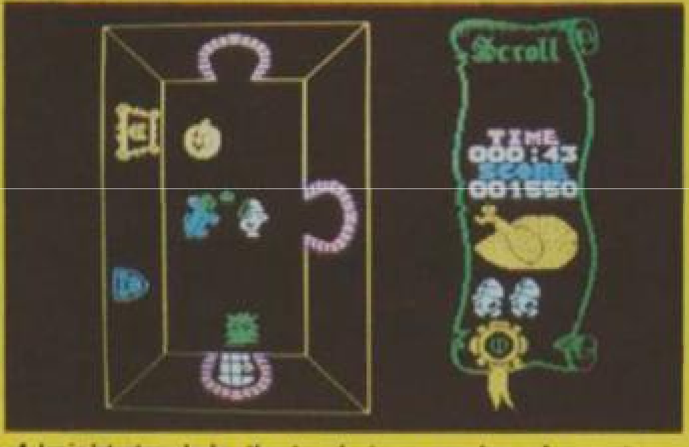
Most of the nasties including witches, monks, ghosts, ghouls and hungry monsters can be killed by shooting at them but others, like Frankenstein, the


4
1
7
2
6
UP
START
DOWN
5
11
DOWN
A.C.G.

GROUND FLOOR


Scroll
TIME
001:26
SCORE
003100

A serf waits hopefully for a door to open while various nasties gather to attack him!


Scroll
TIME
000:43
SCORE
001550

A knight stands by the tombstone marker of a past life while working out which way to go next!

Help, I'm lost! Where did I put that map!

Mummy, Dracula and the Devil can only be repelled.

When you discover which article will help to repel individual nasties, it is worthwhile noting this down and keeping it together with your maps as a reference to *Atic Atac*.

One thing worth remembering is that the idea of the game is not to kill nasties but to get out of the castle. Newcomers to the game will therefore have to exercise restraint in nasty-bashing.

Don't be unnecessarily chivalrous – remember you are trying to escape, not become a hero.

The History of Atic Atac

Of all Ultimate's many successful games, *Atic Atac* is the biggest yet.

It has reached that position where it is one of a handful of games that anyone who buys a new Spectrum would want to get to go with it.

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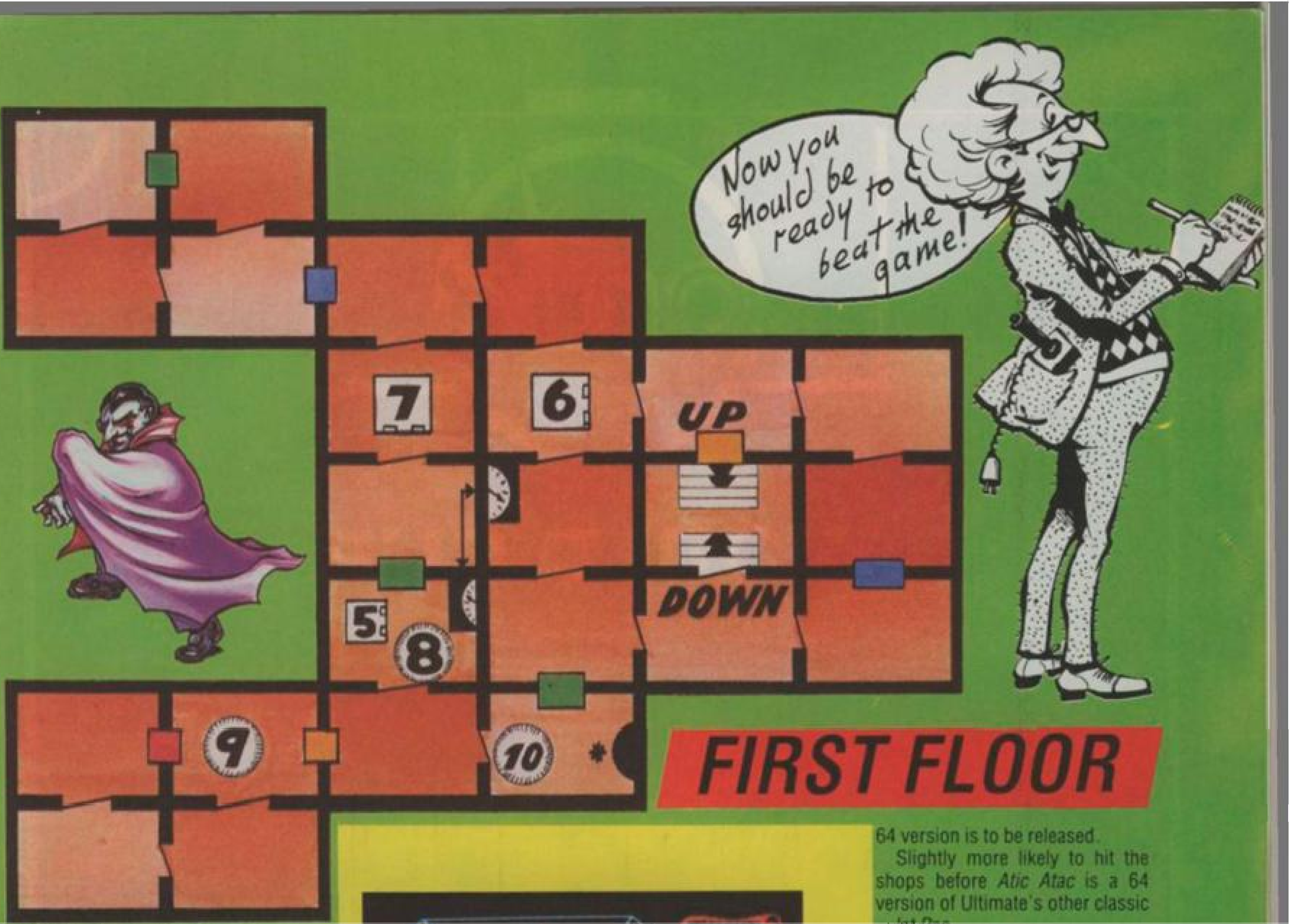
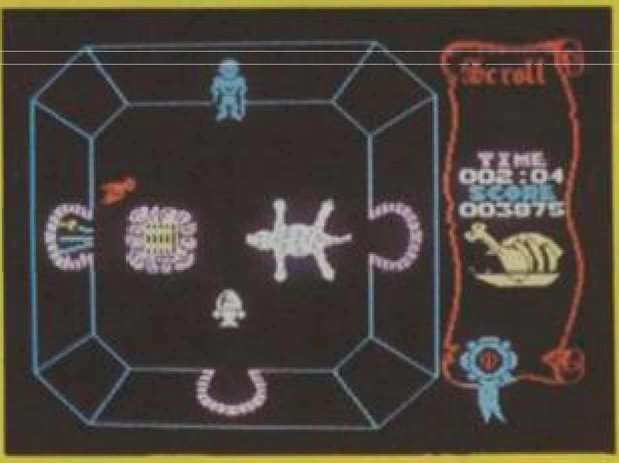


FIRST FLOOR



This player will need to find the blue key to open the door to his left. And what lurks in the pit?

Little is known about how the game was programmed as Ultimate, as well as being regarded as the best game makers in the business, are also regarded as the most tight-lipped.

Getting information out of Ultimate is like getting blood out of a stone.

All we do know is that the company work in teams. That is one person works on graphics, another on sound and another game play.

No one can say that this method has not been successful. But just how successful is anybody's guess. Sales guestimates must begin at 50,000 copies level and work upwards towards the hundred mark.

Remarkably, these monster sales have been generated by only one version for one computer – the 48k Spectrum.

If, and when, *Atic Atac* is released for the 64 or for other computers, it would be certain to nearly double its sales.

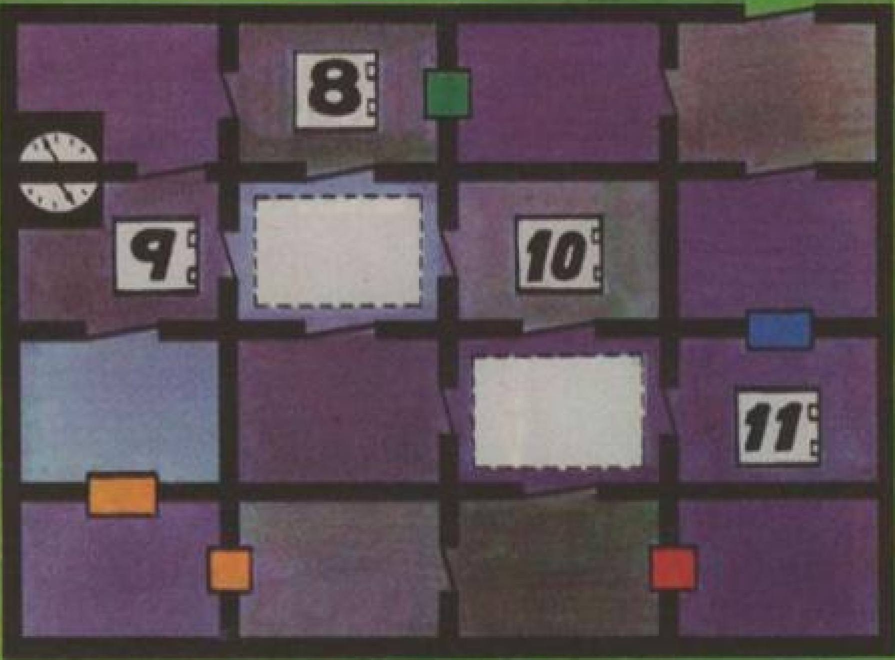
All the indications are that 64 owners are going to have to wait a long time to play *Atic Atac* on their own machines as there is still no confirmation from Ultimate that a 64 version is to be released.

Slightly more likely to hit the shops before *Atic Atac* is a 64 version of Ultimate's other classic – *Jet Pac*.

Next issue Professor Video will be delving into the jungle where lurks the *Sabre Wulf!* Yes, we've got our hands on a top secret map of the *Sabre Wulf!* jungle – thanks to another of our friendly and very talented readers. This latest and long awaited game from Ultimate Play the Game, the company with quite a reputation for high quality games software, is reviewed elsewhere in this issue.

But next month we bring you an in-depth guide to the highways and byways of Ultimate's cryptic jungle and a few tips to help you discover the mysterious amulet.

ATTIC



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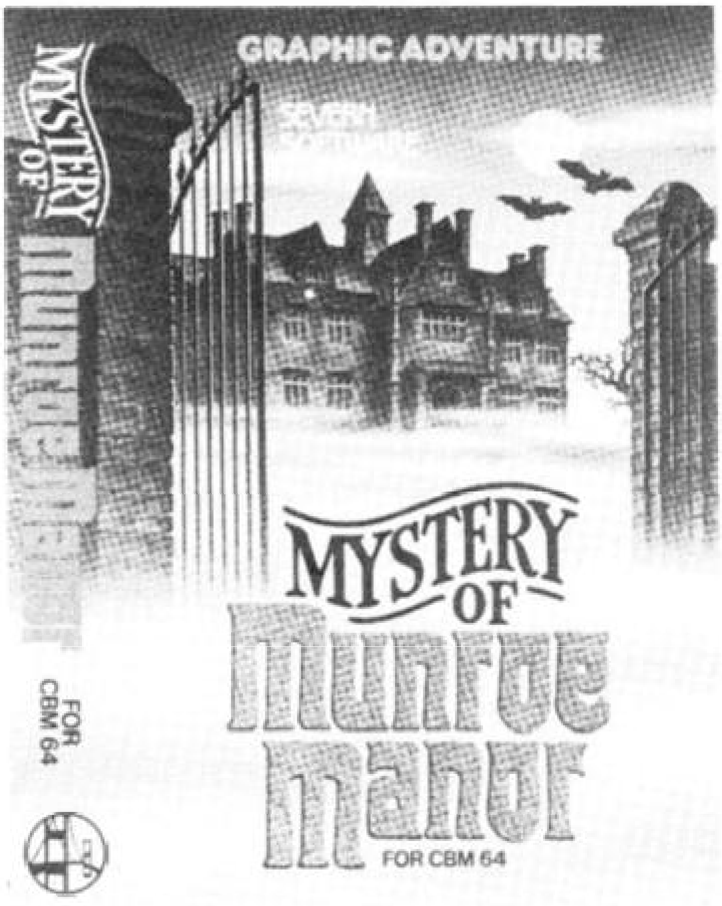
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FOR CBM 64

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CG154

BEN WILLIAMS

ATIC ATAC

1) **N. Leeds**, Cardiff – ***1,316,795***
2) **Daryl Unwin**, Camberley, Surrey – ***525,369***
3) **Ben Williams**, Kidlington, Oxford – ***650,295***
4) **Wesley Kerr**, Glasgow – ***442,440***
5) **Stephen Laverback**, Selby – ***370,915***

ARCADIA SPECTRUM

1) **D. Iles**, Bridgwater, Somerset – ***2,112,762***
2) **Andrew Milner**, Hull, Humberside – ***1,747,681***
3) **Fraser Watson**, Sheffield, South Yorks – ***952,149***
4) **D. Szewczyk**, Sheffield, South Yorks – ***718,176***
5) **Martin Jones**, Amersham, Bucks – ***653,015***

PLANETOID

1) **Simon Killoch**, Weymouth, Dorset – ***1,114,100***
2) **Richard Tipper**, Chesterfield, Derbyshire – ***721,700***
3) **Paul Dhonan**, Reigate, Surrey – ***696,200***
4) **Matthew Constable**, Andover, Kent – ***682,800***
5) **Peter Harrison**, Exeter, Devon – ***593,550***

IAN HARRISON

DIAMONDS

1) **Michael O'Mahony**, Republic of Ireland – ***5,997***
2) **Ian Harrison**, Romford, Essex – ***4,016***
3) **Clive Parkholm**, Lisbane, Cardiff – ***5,462***
4) **Peter Schoffield**, Colne, Lancashire – ***5,078***
5) **Jeremy Askew**, Kingsthorpe, Northampton – ***4,126***

ZALAGA

1) **Mark Davies**, Suffolk – ***5,284,170***
2) **J. C. Taylor**, Whittlesford, Cambs – ***1,286,400***
3) **Ina Dan**, Thames Ditton, Surrey – ***1,137,480***
4) **Richard White**, Northern Ireland – ***825,330***
5) **Sunjay Jain**, Normanton, Derby – ***815,360***

OUR HALL OF FAME GAMES

C&VG knows that all you gaming fans are just dying to make your mark on the universe's premier computer magazine. Well, now's your chance. Just send in the Hall of Fame coupon with your hi-score and a flattering little photo of yourself and, if the score is high enough, we'll include your picture as well as your name.

ARCADIA

One of the best selling games around from Imagine. You can enter on the Spectrum or Vic versions — but don't forget to tell us which!

ATIC ATAC

A great new graphic adventure-style game from Ultimate.

DIAMONDS

English Software have high hopes for this mining game and are even offering a diamond as a prize! For the Atari owner.

JET-PAC

The game that made Ultimate a top name in the world of games software overnight and which is rapidly becoming a cult game. For the Spectrum and Vic.

KRAZY KONG

The best version of Donkey Kong we've seen for the Vic. From Anirog.

MANIC MINER

Sheer addiction for the Spectrum from the Bug Byte people.

PLANETOID

Acornsoft's brillant version of Defender for the BBC. At Acornsoft, Neil Raine holds the top score of 408,000 — beat that!

SPLAT

Help Zippy survive in this extremely playable game from new games company Incentive Software.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system built into the game. Help Ziggy beat the nasties.
(On The Pyramid, please send your high scores direct to Fantasy at the address on the cassette inlay and NOT to *C&VG*. Fantasy have their own way to verify scores.)

ZALAGA

Space age action from Ardvark for the BBC.

JET PAC

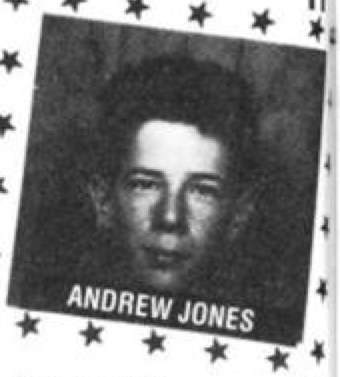
1) **Stephen Price**, Hay on Wye, Herts – ***25,855,560***
2) **Adam Readman**, Tadcaster, Yorkshire – ***21,962,250***
3) **Derren George**, Portesham, Dorset – ***13,652,750***
4) **Lee Milne**, Lancaster, Lancs – ***12,892,750***
5) **John Thake**, Ely, Cambridge – ***12,857,815***

MANIC MINER

1) **Daryl Unwin**, Camberley, Surrey – ***5,000,083***
2) **Paul Rattray**, Kinnoull, Perth – ***2,642,037***
3) **Julian Rignall**, Dyfed, Wales – ***2,000,923***
4) **A. Procter**, Leeds – ***1,970,815***
5) **Stephen Lynch**, Wallasey, Merseyside – ***1,763,590***

PARSEC

1) **Andrew Smith**, Alloa, Scotland – ***8,065,200***
2) **Andrew Jones**, Romsey, Hants – ***7,649,400***
3) **Neville Harrington**, Dagenham, Essex – ***2,194,300***
4) **Leon Smith**, Gwent – ***1,169,300***
5) **Matthew Cramp**, London – ***156,800***



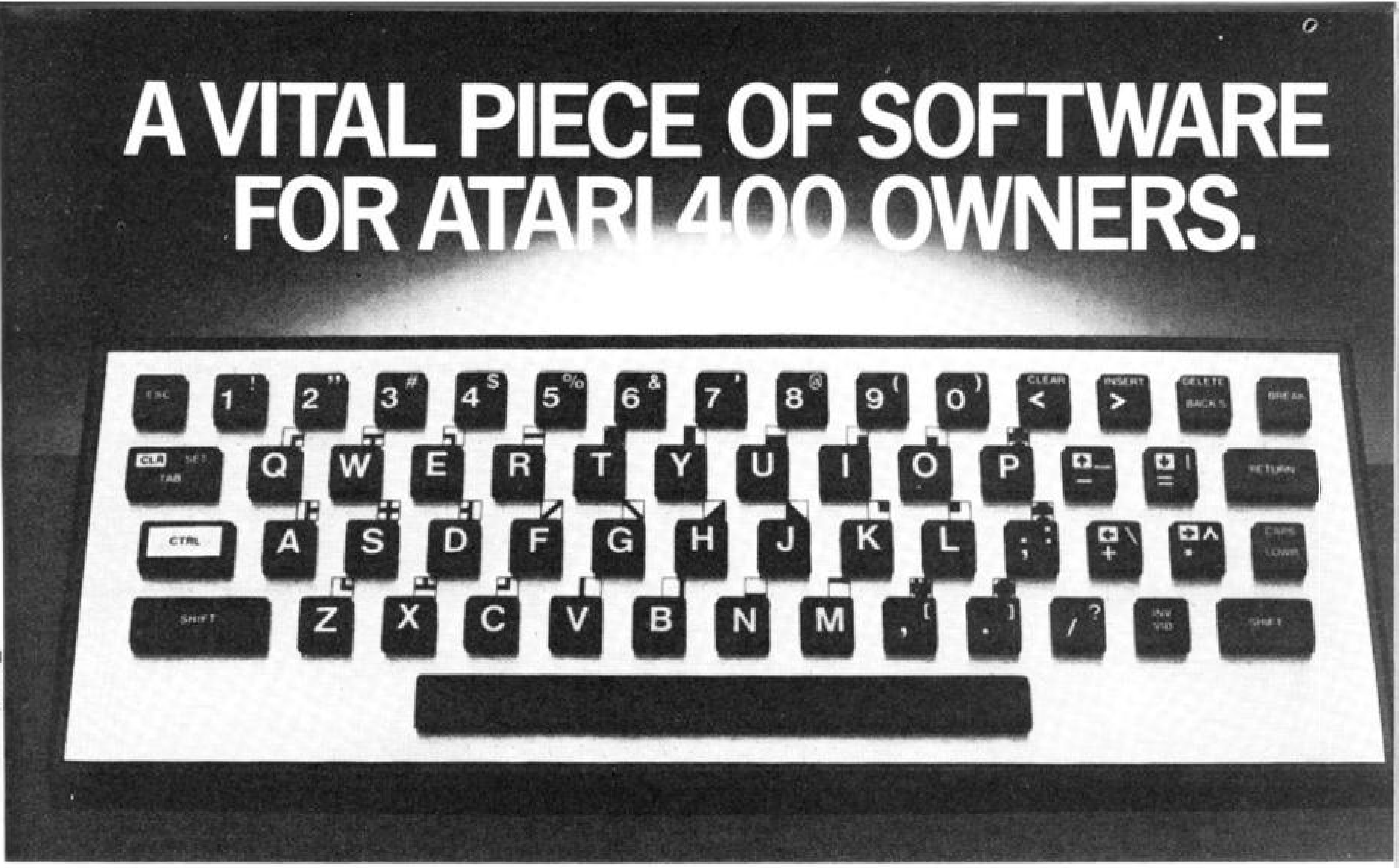
THE PYRAMID

1) **Giles Ahern**, Surrey – ***137,499***
2) **Alastair Douglas**, Northern Ireland – ***137,077***
3) **Joanne Thompson**, Merseyside – ***136,731***
4) **Scott Hamilton**, Lanarkshire – ***136,616***
5) **Graham Phillip**, Wiltshire – ***136,233***

Hi there, hotshots! We hope you like the new look Hall of Fame which now comes complete with star portraits of the month's top scorers! Next issue we'll present a revamped list of Hall of Fame games. Some of the games we feature here are classics and will remain, but others are getting a bit long in the tooth and we know that there are some newer games which deserve a place in *C&VG's* roll of honour. So watch out for the next issue and if your favourite game is there, send in your hi-score!

Name ....
Address ....
....
....
....
T-shirt size ....
I scored ....
Game ....
Machine ....
Witness's name ....

HALL OF FAME



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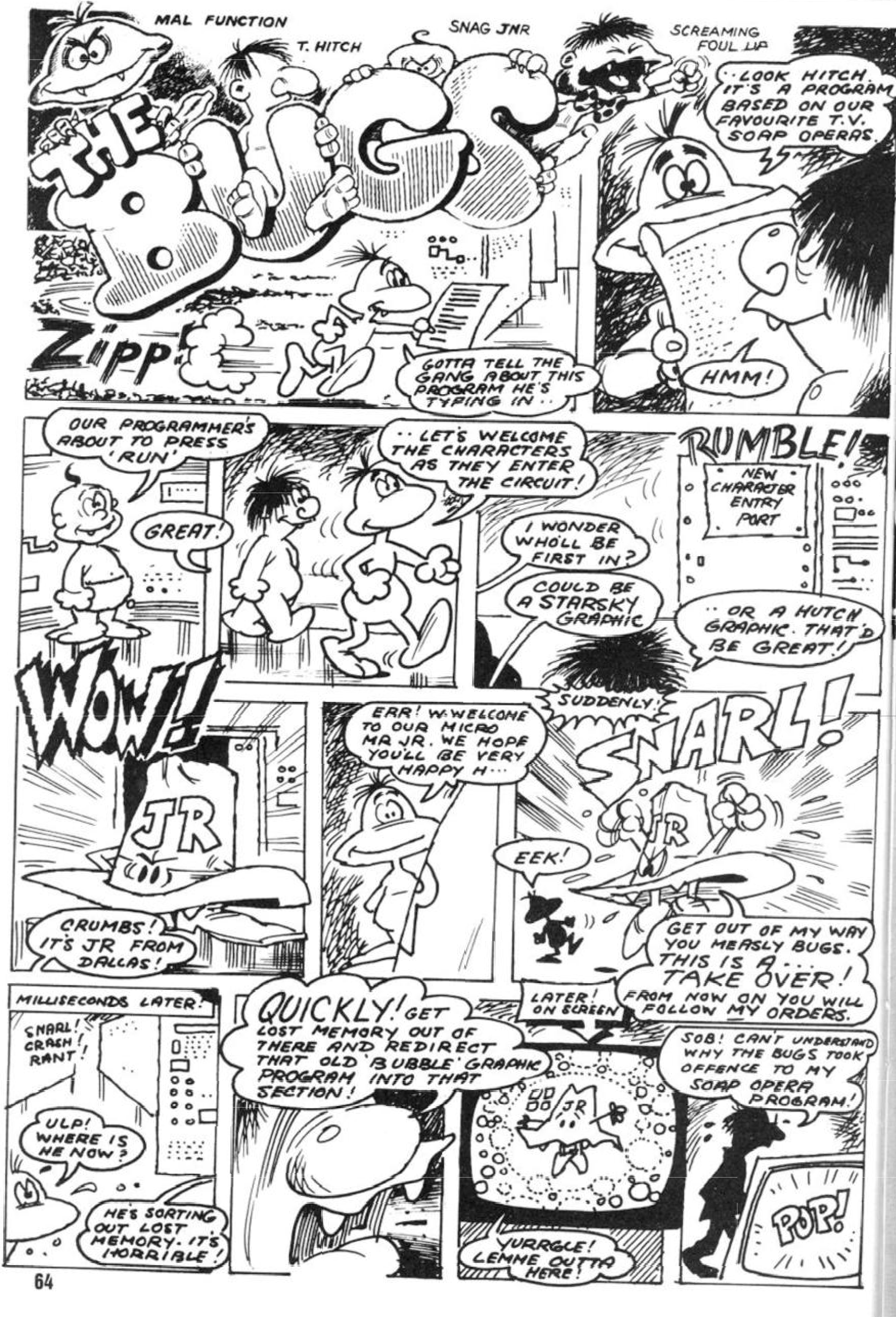
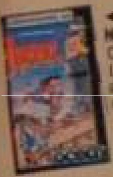
CG63

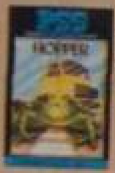

MAL FUNCTION
T. HITCH
SNAG JNR
SCREAMING FOUL UP
THE BUGS
..LOOK HITCH. IT'S A PROGRAM BASED ON OUR FAVOURITE T.V. SOAP OPERAS.
ZIPP!
GOTTA TELL THE GANG ABOUT THIS PROGRAM HE'S TYPING IN..
HMM!
OUR PROGRAMMER'S ABOUT TO PRESS 'RUN'
GREAT!
..LET'S WELCOME THE CHARACTERS AS THEY ENTER THE CIRCUIT!
RUMBLE!
NEW CHARACTER ENTRY PORT
I WONDER WHO'LL BE FIRST IN?
COULD BE A STARSKY GRAPHIC
..OR A HUTCH GRAPHIC. THAT'D BE GREAT!
WOW!
JR
CRUMBS! IT'S JR FROM DALLAS!
ERR! W-WELCOME TO OUR MICRO MR JR. WE HOPE YOU'LL BE VERY HAPPY H...
SUDDENLY!
SNARL!
JR
EEK!
GET OUT OF MY WAY YOU MEASLY BUGS. THIS IS A... TAKE OVER! FROM NOW ON YOU WILL FOLLOW MY ORDERS.
MILLISECONDS LATER.
SNARL! CRASH! RANT!
ULP! WHERE IS HE NOW?
HE'S SORTING OUT LOST MEMORY. IT'S HORRIBLE!
QUICKLY! GET LOST MEMORY OUT OF THERE AND REDIRECT THAT OLD 'BUBBLE' GRAPHIC PROGRAM INTO THAT SECTION!
LATER! ON SCREEN
JR
YURRGLE! LEMME OUTTA HERE!
SOB! CAN'T UNDERSTAND WHY THE BUGS TOOK OFFENCE TO MY SOAP OPERA PROGRAM!
POP!

YOUR PRIORITY APPLICATION


◄ 30036
Hunchback for the Commodore 64. Lovely arcade game with joystick option.

◄ 30046
Horace Goes Skiing for the Commodore 64. Excellent arcade game.

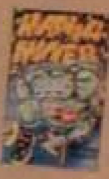
15041 ►
Jumping Jack for any Spectrum. Best seller.


◄ 40044
Hopper for the ORIC 1. Straight from the arcade!

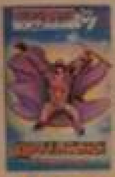
◄ 40052
Light Cycle for the ORIC 1. Exciting arcade game.

◄ 35011
Bongo for a VIC 20 with 16K and joystick. Superb arcade game.

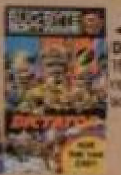
30012 ►
Manic Miner for the Commodore 64. You must have heard about it!



20071 ►
[illegible] for the 16K ZX81. Brilliant adventure game.

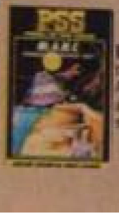


25041 ►
Hunchback for the BBC 'B'. Arcade action with colour graphics.

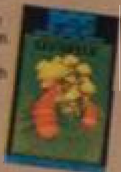

◄ 20049
Dictator for the 16K ZX81. Highly recommended adventure game.

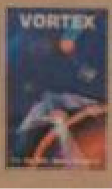
◄ 15017
Jet Set Willy for the 48K Spectrum. A graphic adventure with a prize! Joystick option.

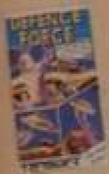
40011 ►
M.A.R.C. for the 48K ORIC 1. Highly recommended arcade game.



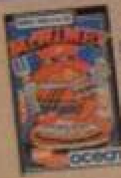
▲ 15009
Blue Thunder for the 48K Spectrum. A fast moving arcade game with superb graphics.




◄ 25054
Vortex for the BBC 'B'. A 3D voyage into unknown space!



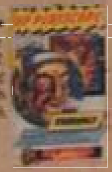
◄ 45031
Pedro for the Dragon 32. Our favourite game with Joystick option.


◄ 25021
Mr Wimpy for the BBC 'B'. Best selling arcade game.

◄ 20050
Invaders for the 16K ZX81. Superb version of the classic arcade game.

▲ 40061
Centipede for the ORIC 1. Arcade action!

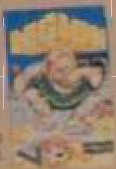
45021 ►
Up Periscope for the Dragon 32. Superb graphic arcade game with joystick option.



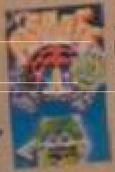
▲ 40059
Defence Force for the 48K ORIC 1. Fast moving arcade game.

45043 ►
Kriegspiel for the Dragon 32. Highly recommended simulation game.

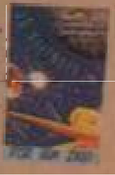
25027 ►
Legion for the BBC 'B'. Superb adventure game.



▲ 25039
3D Bomb Alley for the BBC 'B'. 3D arcade simulation game.


◄ 15055
Push Off for any Spectrum. Arcade game with joystick option.

20016 ►
3D Defender for the ZX81 with 16K. Amazing arcade graphics in 3D.



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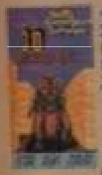
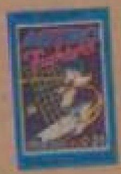
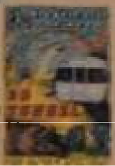
◄ 30029
Arcadia for the Commodore 64. Our favourite arcade game for the 64.


◄ 20022
3D Monster Maze for the ZX81 with 16K. Our favourite ZX81 game.

◄ 35037
Chopper for any VIC. Arcade game with Hi-res graphics and joystick option.

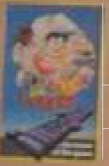

◄ 35051
Astro Fighters for any VIC 20 with joystick. Two player arcade game.

15062 ►
3D Tunnel for any Spectrum. Fast moving 3D game with impressive graphics.

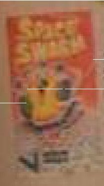


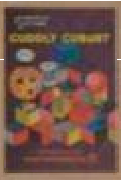
45011 ►
Super Spy for the Dragon 32. A spy chase and maze adventure.

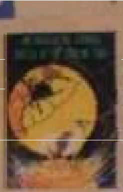
45037 ►
Leggit for the Dragon 32. Another fantastic game from Imagine.



Home Computer Software


◄ 35042
Space Swarm for any VIC with joystick. Defend your planet from the aliens!


◄ 30042
Cuddly Cubert for the Commodore 64. Bounce up and down the pyramid.


◄ 35025
Megagalactic Llamas for any VIC. Fast, original game. Highly recommended.

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My 3 selections are (order code)

Machine ____________ Memory ____________

Mr/Mrs/Miss ____________

Address ____________

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Postcode ____________

Signature ____________

REMEMBER: SEND NO MONEY NOW

THE SOFTWARE CLUB

CONDENSATION ST.

RUNS ON ZX SPECTRUM IN 16K

Stan Oddbin, the world's most famous, and lazy, window cleaner, has dragged himself away from propping up the bar in the Rovers to make a guest appearance in the pages of C&VG.

The thing is, Stan's in a tricky position right now. It's opening time and Stan's dying for a drink at the pub, but Hilda's gone and spent all his money on silly little things like the rent and some food – can you believe it?

The only thing in Hilda's purse is a food voucher which, if Stan can take it without her noticing, he can exchange it for some money and meet his mates down at the Rovers. And who's going to cash the voucher?

Can you help Stan find his way to the boozer before closing time?

Or will he be collared by Hilda and forced to do all those little odd jobs round the house which he has neglected for the past 15 years?

BY MIKE TURNER

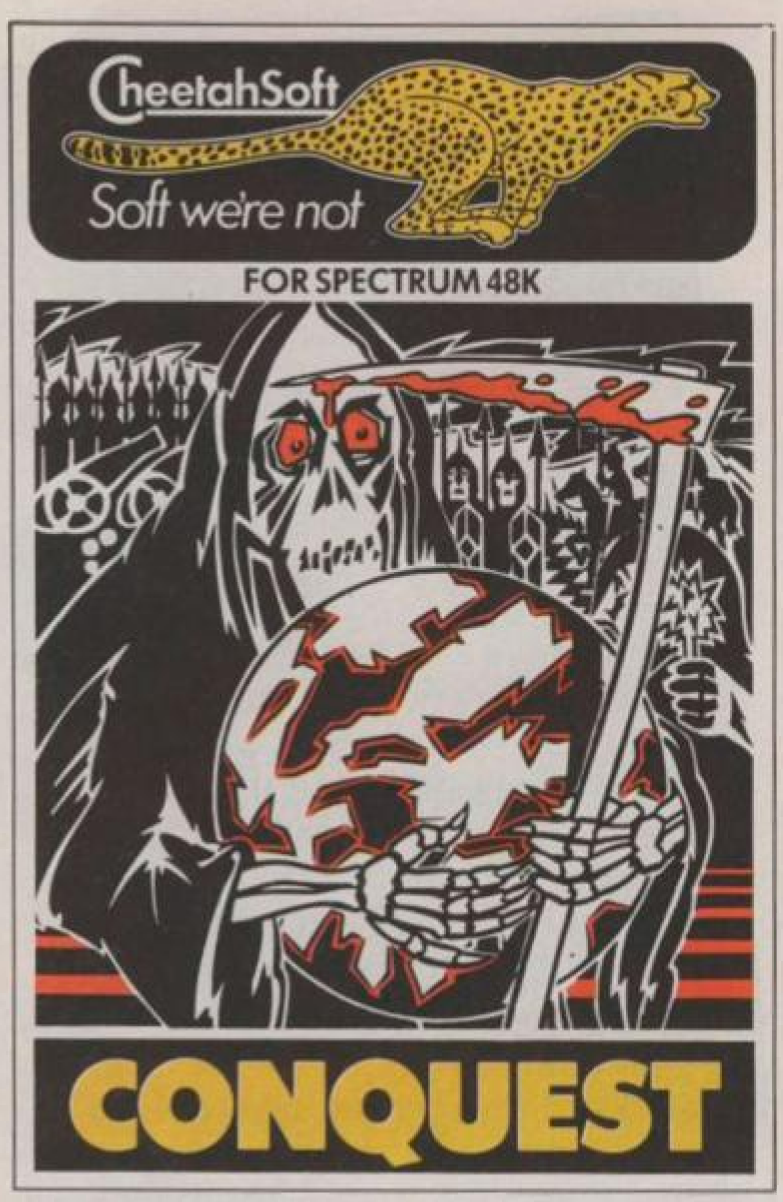
```
  10 GO TO 30
  20 READ c$: PRINT d$'c$'g$''b$
  RETURN
  25 PRINT : FOR l=1 TO 6: READ
e$(l): PRINT l;".  ";e$(l): NEXT
l: RETURN
  26 INPUT "PRESS OPTION NO. AND
 'ENTER'", LINE h$: IF CODE h$<4
9 OR CODE h$>54 THEN GO TO 26
  27 RETURN
  30 LET F3=0: LET F2=0: LET WIN
=0: LET f=0: LET VO=0: LET MO=0:
 POKE 23658,8: LET J$="YOU CAN'T
": LET m$="YOU ALREADY DID THAT!
": LET g$="": LET f$="See how mu
ch cash you have.": LET time=0:
DIM e$(6,60): LET d$="You are st
anding ": LET loc=1: POKE 23609,
40: LET cash=.12: LET b$="Stanle
y, your options are ....."
  40 LET k$="O.K.": LET cloth=0:
 LET wi=0: LET j$="YOU CAN'T DO
THAT"
  50 GO TO 9020
  90 GO TO 5020
 105 RESTORE 9005
 110 LET g$="Your window cleanin
g equipment  is kept here."
 115 GO SUB 20
 120 RESTORE 9001: GO SUB 25
 125 GO SUB 26
 130 IF h$="1" THEN LET loc=2: R
ETURN
 135 IF h$="2" AND NOT WI THEN P
RINT J$: GO SUB 8060: RETURN
 140 IF h$="2" AND WI AND NOT CL
OTH THEN PRINT "THE NOISE ALERTS
 HILDA": GO TO 8000
 145 IF H$="2" THEN PRINT "YOU C
LIMB DOWN THE LADDER ": GO SUB 8
060: LET LOC=3: RETURN
 150 IF h$="3" AND cloth THEN PR
INT m$: GO SUB 8060
 155 IF h$="3" AND NOT cloth THE
N LET cloth=1: PRINT k$: GO SUB
8060
 160 IF h$="4" THEN PRINT "The b
ucket makes a clattering   noise
```

CONDENSATION ST.
FOOD
Retu

tion: John Storey

```
: PRINT "THAT'S TORN IT!": PRIN
T "HILDA NOW KNOWS WHERE YOU ARE
!": GO TO 8000
 165 IF h$="5" AND wi THEN PRINT
 m$: GO SUB 8060
 170 IF h$="5" AND NOT wi THEN L
ET wi=1: PRINT k$: GO SUB 8060
 175 RETURN
 205 RESTORE 9007: GO SUB 20
 210 RESTORE 9003: GO SUB 25: GO
 SUB 26
 215 IF H$="1" THEN LET LOC=1: R
ETURN
 216 IF H$="2" AND MO=1 THEN PRI
NT "HILDA HAS HEARD YOU": GO TO
8000
 220 IF H$="2" THEN CLS : RESTOR
E 9004: LET D$="": GO SUB 20: RE
STORE 9009: GO SUB 25: GO SUB 26
: LET d$="You are standing": GO
TO 8065
 225 IF h$="3" THEN GO TO 8000
 230 IF h$="4" THEN PRINT "The n
oise alerts Hilda,": GO TO 8000
 240 IF h$="5" THEN PRINT k$: GO
 SUB 8060
 290 RETURN
 310 RESTORE 9000: LET g$="There
 is a parked car": GO SUB 20
 320 RESTORE 9002: GO SUB 25: GO
 SUB 26
 330 IF h$="1" THEN LET loc=1: R
ETURN
 340 IF h$="2" THEN LET loc=4: R
ETURN
 350 IF h$="3" THEN LET loc=5: R
ETURN
 360 IF h$="4" THEN LET loc=7: R
ETURN
 370 IF h$="5" THEN GO TO 8000
 380 RETURN
 410 RESTORE 9010: GO SUB 20: RE
STORE 9003: GO SUB 25: GO SUB 26
 420 IF h$="1" THEN LET loc=5: R
ETURN
 430 IF h$="2" THEN LET loc=7: R
ETURN
```

```
 440 IF h$="3" THEN GO SUB 6500:
 RETURN
 450 IF h$="4" THEN LET loc=3: R
ETURN
 460 IF h$="5" AND NOT f THEN PR
INT "The car moves forward and y
ou  see 20p which you pick up":
 LET cash=cash+.2: LET f=1: GO S
UB 8060: RETURN
 470 IF h$="5" AND f=1 THEN PRIN
T k$: GO SUB 8060: RETURN
 499 RETURN
 510 RESTORE 9011: GO SUB 20: RE
STORE 9006: GO SUB 25: GO SUB 26
 520 IF h$="1" THEN LET loc=6: R
ETURN
 530 IF h$="2" THEN PRINT "YOU C
AN'T LEAVE THE STREET!": GO SUB
8060: RETURN
 540 IF h$="3" THEN LET loc=4: R
ETURN
 550 IF h$="4" THEN GO TO 8000
 560 IF h$="5" THEN PRINT "You f
ind nowt!": GO SUB 8060: RETURN
 570 RETURN
 600 RESTORE 9015: LET G$="You c
an see Alf, the proprietor": GO
SUB 20: RESTORE 9019: GO SUB 25:
 GO SUB 26:
 605 IF H$="1" THEN GO SUB 6500:
 RETURN
 610 IF H$="2" THEN GO SUB 6500:
 RETURN
 620 IF H$="3" THEN GO TO 6520
 630 IF H$="4" THEN LET loc=5: R
ETURN
 640 IF h$="5" THEN PRINT k$: GO
 SUB 8060: RETURN
 650 RETURN
 700 RESTORE 9012: GO SUB 20: RE
STORE 9006: GO SUB 25: GO SUB 26
 710 IF H$="1" THEN LET loc=8: R
ETURN
 720 IF H$="2" THEN LET loc=4: R
ETURN
 730 IF H$="3" THEN LET loc=9: R
ETURN
```



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CG13

```
 740 IF H$="4" THEN PRINT K$: GO
 SUB 8060: RETURN
 750 IF H$="5" THEN PRINT "That
doesn't help": GO SUB 8060: RETU
RN
 790 RETURN
 800 RESTORE 9014: LET G$="You c
an see Mavis,the assistant,": GO
 SUB 20: RESTORE 9017: GO SUB 25
: GO SUB 26:
 810 IF H$="1" OR h$="3" THEN GO
 SUB 6510: RETURN
 820 IF H$="2" THEN PRINT "I'm s
orry,but she won't be back for s
ome time.": GO SUB 8060:: RETURN

 830 IF H$="4" THEN PRINT K$: GO
 SUB 8060: RETURN
 840 IF h$="5" THEN LET loc=7: R
ETURN
 890 RETURN
 900 RESTORE 9013: GO SUB 20: RE
STORE 9006: GO SUB 25: GO SUB 26
:
 910 IF H$="1" THEN LET LOC=10:
RETURN
 920 IF H$="2" THEN LET LOC=7: R
ETURN
 930 IF H$="3" THEN PRINT "YOU C
AN'T LEAVE THE STREET": GO SUB 8
060: RETURN
 940 IF H$="4" THEN PRINT K$: GO
 SUB 8060: RETURN
 960 IF H$="5" AND F2 THEN PRINT
 "YOU ALREADY LOOKED!": GO SUB 8
060
 970 IF h$="5" AND F2=0 THEN PRI
NT "You see 5 pence on the groun
d   which you pick up": GO SUB 8
060: LET cash=cash+.05: LET F2=1
 990 RETURN
1000 RESTORE 9016: LET g$="You c
an also see Bet the barmaid": GO
 SUB 20: RESTORE 9018: GO SUB 25
: GO SUB 26:
1010 IF H$="1" OR H$="3" OR H$="
4" THEN GO SUB 6500
1020 IF H$="2" AND CASH<.75 THEN
 PRINT "YOU HAVEN'T ENOUGH MONEY
,STANLEY": GO SUB 8060: RETURN
```

```
1030 IF H$="5" THEN LET LOC=9
1040 IF H$="2" THEN LET WIN=1
1090 RETURN
5000 REM MAIN LOOP
5002 LET TIME=TIME+1: IF TIME>60
 THEN CLS : PRINT FLASH 1;"IT'S
TOO LATE NOW, THE PUB'S    CLOSE
D. YOU LOSE!": PRINT "Another ga
me? (Y/N)": GO TO 8030
5005 IF WIN THEN FOR F=-5 TO 15:
 BEEP .1,F: NEXT F: CLS : PRINT
AT 10,0; FLASH 1;"YOU HAVE YOUR
PINT,SO YOU WIN!!!": STOP
5020 CLS : LET G$="": GO SUB 100
*loc
5030 IF h$="6" THEN PRINT "YOU H
AVE £";cash;" on you.": GO SUB 8
060
6000 GO TO 5002
6500 REM NO DEAL
6510 PRINT "All you get is:""""
I'm sorry, Stan, but I can't
help you."""": GO SUB 8060: RETUR
N
6520 IF F3=0 THEN PRINT "Thanks,
 Stan. Here's your change": LET
cash=cash+.24: GO SUB 8060: LET
F3=1: RETURN
7000 IF h$="1" AND wi=0 THEN PRI
NT FLASH 1;j$: GO TO 5000
8000 REM lose sequence
8010 FOR l=40 TO -20 STEP -1: BE
EP .01,l: NEXT l: BEEP 2,-10
8020 CLS : PRINT : PRINT : PRINT
 FLASH 1;"HILDA HAS CAUGHT UP WI
TH YOU ANDINSISTS YOU TAKE HER O
UT FOR A  WALK ROUND THE SHOPS."
: PRINT : PRINT FLASH 0;"""It'll
 do you more good than    boozin
g, Stanley Hogbin!""": PRINT : P
RINT : PRINT FLASH 1;"YOU LOSE!!
!": PRINT : PRINT : PRINT FLASH
0;"Another game?(Y/N)"
8030 IF INKEY$="Y" THEN RUN
8040 IF INKEY$="N" THEN CLEAR :
PRINT "THANKS FOR PLAYING. BYE!"
: STOP
8050 GO TO 8030
8060 REM PAUSE AFTER MESSAGES
```

CONDENSATION ST

```
8061 BEEP .3,3: PAUSE 100: RETUR
N
8065 IF H$="1" THEN RETURN
8066 LET MO=1
8080 IF H$="2" THEN LET VO=1: PR
INT K$: GO SUB 8060: CLS : GO TO
 200
8090 IF H$="3" THEN PRINT K$: GO
 SUB 8060: LET CASH=CASH+.14: CL
S : GO TO 200
8110 IF H$="4" THEN PRINT K$: GO
 SUB 8060: LET VO=1: LET CASH=CA
SH+.14: CLS : GO TO 200
8120 IF H$="5" THEN PRINT "HILDA
 IS IN THERE!": GO SUB 8060: LET
 MO=0: CLS : GO TO 200
8130 IF H$="6" THEN PRINT "You h
ave £";cash: GO SUB 8060: CLS :
GO TO 200
9000 DATA "on the pavement in Co
ndensation Street"
9001 DATA "Go downstairs","Lower
 ladder to street","Tie rags rou
nd feet of ladder","Pick up buck
et","Open window",f$
9002 DATA "Climb ladder","Invest
igate car","Walk left","Walk rig
ht","Wait",f$
9003 DATA "Walk left","Walk righ
t","Ask car driver to buy vouche
r","Walk back to house","Wait",f
$
9004 DATA "On the table is Hilda
's purse   containing 14 pence a
nd the foodvoucher"
9005 DATA "on the upstairs landi
ng of your house."
9006 DATA "Enter building","Walk
 left","Walk right","Wait","Look
 around",f$
9007 DATA "in the hall.
           You can also see: a t
able."
9008 DATA "Go upstairs","Examine
 table","Enter front room","Go o
ut of front door","Do nothing",f
$
9009 DATA "Leave purse alone","T
ake voucher only","Take money on
ly","Take voucher and money","Li
sten at door to front room",f$
```

```
9010 DATA "by a parked car."
9011 DATA "in the street.
           You can also see: A c
orner shop"
9012 DATA "in the street.
           You can also see:The
Cabin,     (a shop)"
9013 DATA "in the street.
           You can also see:
           The Rovers Return."
9014 DATA "inside ""The Cabin""
paper shop"
9015 DATA "inside the corner sho
p"
9016 DATA "inside the ROVERS RET
URN public house"
9017 DATA "Ask Mavis to exchange
 the       voucher for cash","As
k to see the boss","Ask for a lo
an","Wait","Leave",f$
9018 DATA "Ask Bet to exchange t
he         voucher for beer","Bu
y a pint with cash","Ask for cre
dit","Get someone else to buy
     a round","Leave",f$
9019 DATA "Ask Alf to exchange t
he         voucher for cash","As
k him to lend you cash with   it
 as security","Use the voucher t
o pay off"      Hilda's debts","L
eave shop","Wait",f$
9020 CLS : PRINT "CONDENSATION S
TREET": PRINT : PRINT "In this m
ini-adventure based on a well kn
own T.V. series, you  play the
part of STANLEY HOGBIN,the stree
t's window cleaner.  Your wife
, local gossip Hilda,  has won a
 food voucher in a      competiti
on. She intends to pay off her d
ebts at the local shop,but you w
ant to try and get a  pint of b
eer at the local pub  out of it
!": PRINT "This then is your mis
sion,     you have to get a pin
t of beer, without disturbing Hi
lda,before the pub shuts."
9025 PRINT : PRINT : PRINT "ANY
KEY TO START": PAUSE 0
9030 GO TO 5020
```

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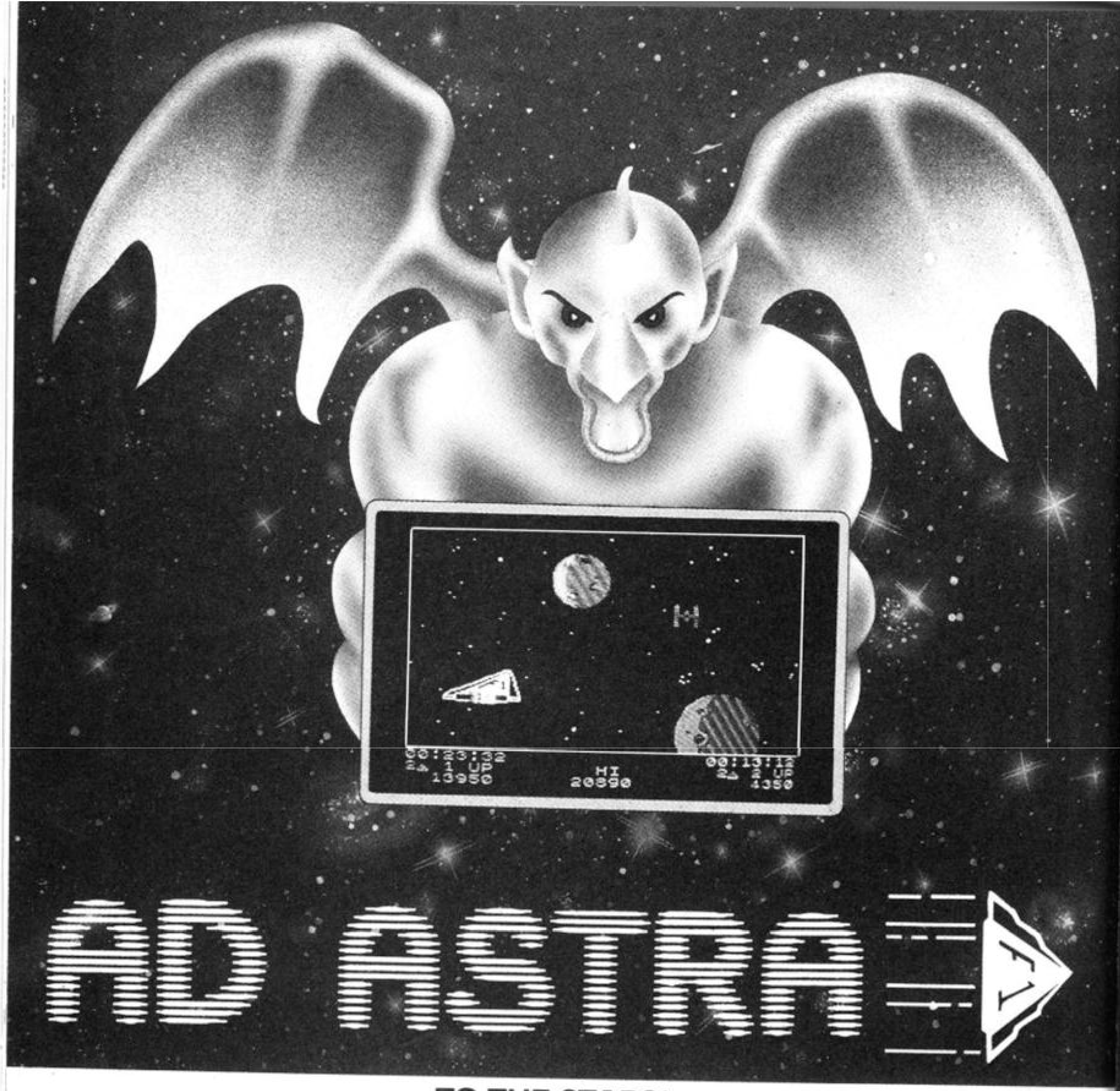
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2 1 UP
13950
HI
20890
00:13:12
2 2 UP
4350
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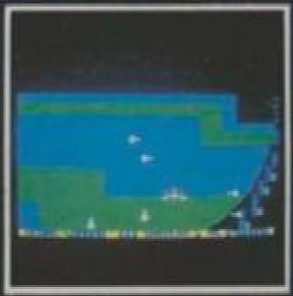
DURANIUM BARRIERS

(Screen 4)

APPROACH

(Screen 2)

INTERCEPT MISSILES



(Screen 6)

ENTRY

(Screen 3)

VICTORY

(Screen 12)
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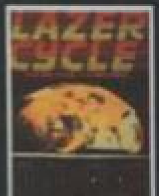

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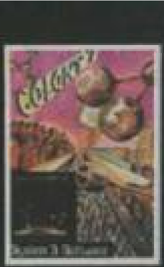

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The only work that is available is cutting grass in your neighbours' front gardens.

The pay is very good

```
   1 LET h=.01: LET h$="0.01": L
ET a$="Fred": GO SUB 6000: GO SU
B 5000
   2 LET n=0: LET t=0: LET m$="A
BCD": LET l$="EFGH": LET z$="PKL
J"
   4 BORDER 0: PAPER 4: CLS : LE
T a=0: LET r=0: LET z=0: LET g=0
: LET o=0: LET k=0: LET b=0: LET
 w=0: LET c=0: LET p=0
   5 LET di=INT (RND*8): IF di=3
 THEN GO TO 5
   6 LET ci=1+INT (RND*6): LET r
i=INT (RND*3)
   8 LET n=n+1: PRINT #0;AT 0,10
;"Mower Mania": FOR f=0 TO 31: P
RINT AT 6,f; INK 3; PAPER 7;"I";
AT 21,f;"I": NEXT f
   9 FOR f=7 TO 20: PRINT AT f,0
; INK 3; PAPER 7;"I";AT f,31;"I"
: NEXT f
  10 BRIGHT 1: PRINT AT 0,10; PA
PER 7; INK ri;"▨▨▨▨▨▨▨▨▨▨"; INK 3;
"I"; INK ri;"▨▨";AT 1,10;"▨▨▨▨▨▨▨
▨"; INK 3;"III"; INK ri;"▨";AT 2
,10;"▨▨▨▨▨▨▨▨"; INK 3;"IIIII"
  12 PRINT AT 3,10; PAPER 7; INK
 3;"IIIIIIIIIII";AT 4,10;"II"; I
NK ci;"█"; BRIGHT 0;" "; BRIGHT
1;"█"; INK 3;"III"; PAPER di; IN
K 9;n; PAPER 7; INK 3;"II"
  13 PRINT AT 5,10; PAPER 7; INK
 3;"II"; INK ci;"█"; BRIGHT 0; I
NK 7;"█"; BRIGHT 1; INK ci;"█";
INK 3;"III"; INK di; PAPER 9;"█"
; INK 3;"II";AT 6,10;"IIIIIIII";
 PAPER 7; INK di;"█"; INK 3;"II"
  15 FOR f=0 TO 5: BRIGHT 0: PRI
NT AT f,0; INK 5;"██████████";AT
 f,21;"███████████": NEXT f
  16 IF n>1 THEN PRINT AT 1,2; I
NK 1; PAPER 5;"PROFIT";AT 3,2;"£
";t
  17 PRINT AT 1,21; INK 1; PAPER
 5;"HIGH £";h$;AT 3,21;"by ";a$
  20 GO SUB 1000: GO SUB 2000
  21 LET m=419-(fr*fl)-((gr*gl)
AND n>1)-p-z-b
  25 LET x=13: LET y=15: GO SUB
100
  30 GO SUB 200
  31 IF g=m THEN LET c$="Well do
ne. You finished the lawn": GO T
O 4000
  32 IF SCREEN$ (x,y)<>" " THEN
GO TO (500+a)
  33 IF a<>32 THEN GO TO (500+a)
  34 LET g=g+1
  35 PRINT AT x,y; BRIGHT 1;l$(d
);AT x1,y1;m$(d)
  36 IF c=1 THEN PRINT AT x2,y2;
 BRIGHT 1;" "
  40 GO TO 30
  50 FOR f=0 TO -12 STEP -1: BEE
P .01,f: NEXT f: RETURN
 100 LET c=0: FOR d=1 TO 4: PRIN
T AT x,y;;l$(d): PAUSE 20: IF IN
KEY$<>"" THEN RETURN
```

Illustration: Duncan Cross

MOWER

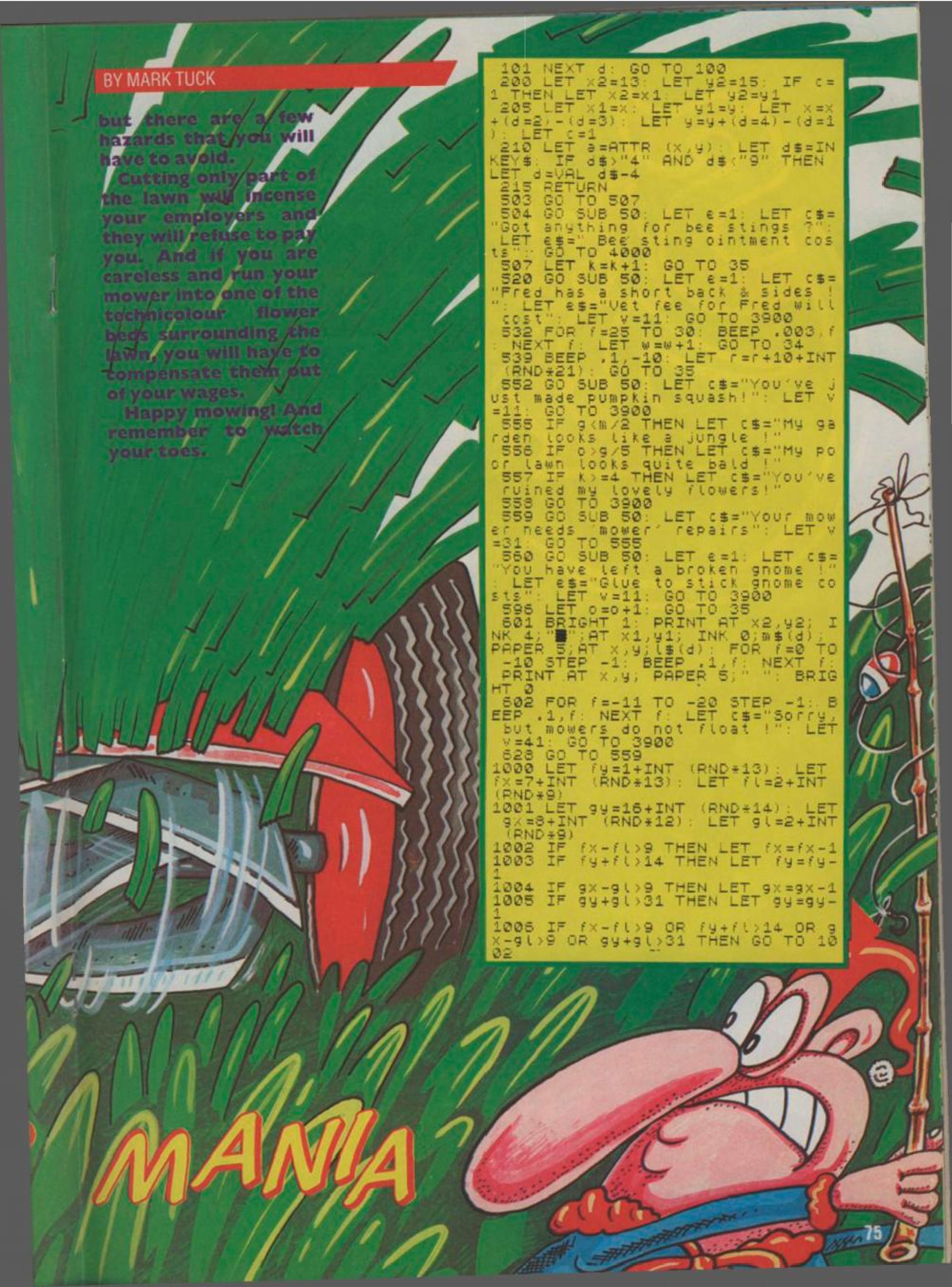
BY MARK TUCK

but there are a few hazards that you will have to avoid.

Cutting only part of the lawn will incense your employers and they will refuse to pay you. And if you are careless and run your mower into one of the technicolour flower beds surrounding the lawn, you will have to compensate them out of your wages.

Happy mowing! And remember to watch your toes.

```
 101 NEXT d: GO TO 100
 200 LET x2=13: LET y2=15: IF c=
1 THEN LET x2=x1: LET y2=y1
 205 LET x1=x: LET y1=y: LET x=x
+(d=2)-(d=3): LET y=y+(d=4)-(d=1
): LET c=1
 210 LET a=ATTR (x,y): LET d$=IN
KEY$: IF d$>"4" AND d$<"9" THEN
LET d=VAL d$-4
 215 RETURN
 503 GO TO 507
 504 GO SUB 50: LET e=1: LET c$=
"Got anything for bee stings ?":
 LET e$=" Bee sting ointment cos
ts": GO TO 4000
 507 LET k=k+1: GO TO 35
 520 GO SUB 50: LET e=1: LET c$=
"Fred has a short back & sides !
": LET e$="Vet fee for Fred will
 cost": LET v=11: GO TO 3900
 532 FOR f=25 TO 30: BEEP .003,f
: NEXT f: LET w=w+1: GO TO 34
 539 BEEP .1,-10: LET r=r+10+INT
 (RND*21): GO TO 35
 552 GO SUB 50: LET c$="You've j
ust made pumpkin squash!": LET v
=11: GO TO 3900
 555 IF g<m/2 THEN LET c$="My ga
rden looks like a jungle !"
 556 IF o>g/5 THEN LET c$="My po
or lawn looks quite bald !"
 557 IF k>=4 THEN LET c$="You've
 ruined my lovely flowers!"
 558 GO TO 3900
 559 GO SUB 50: LET c$="Your mow
er needs 'mower' repairs": LET v
=31: GO TO 555
 560 GO SUB 50: LET e=1: LET c$=
"You have left a broken gnome !"
: LET e$="Glue to stick gnome co
sts": LET v=11: GO TO 3900
 596 LET o=o+1: GO TO 35
 601 BRIGHT 1: PRINT AT x2,y2; I
NK 4;"■";AT x1,y1; INK 0;m$(d);
PAPER 5;AT x,y;l$(d): FOR f=0 TO
 -10 STEP -1: BEEP .1,f: NEXT f:
 PRINT AT x,y; PAPER 5;" ": BRIG
HT 0
 602 FOR f=-11 TO -20 STEP -1: B
EEP .1,f: NEXT f: LET c$="Sorry,
 but mowers do not float !": LET
 v=41: GO TO 3900
 628 GO TO 559
1000 LET fy=1+INT (RND*13): LET
fx=7+INT (RND*13): LET fl=2+INT
(RND*9)
1001 LET gy=16+INT (RND*14): LET
 gx=8+INT (RND*12): LET gl=2+INT
 (RND*9)
1002 IF fx-fl>9 THEN LET fx=fx-1
1003 IF fy+fl>14 THEN LET fy=fy-
1
1004 IF gx-gl>9 THEN LET gx=gx-1
1005 IF gy+gl>31 THEN LET gy=gy-
1
1006 IF fx-fl>9 OR fy+fl>14 OR g
x-gl>9 OR gy+gl>31 THEN GO TO 10
02
```



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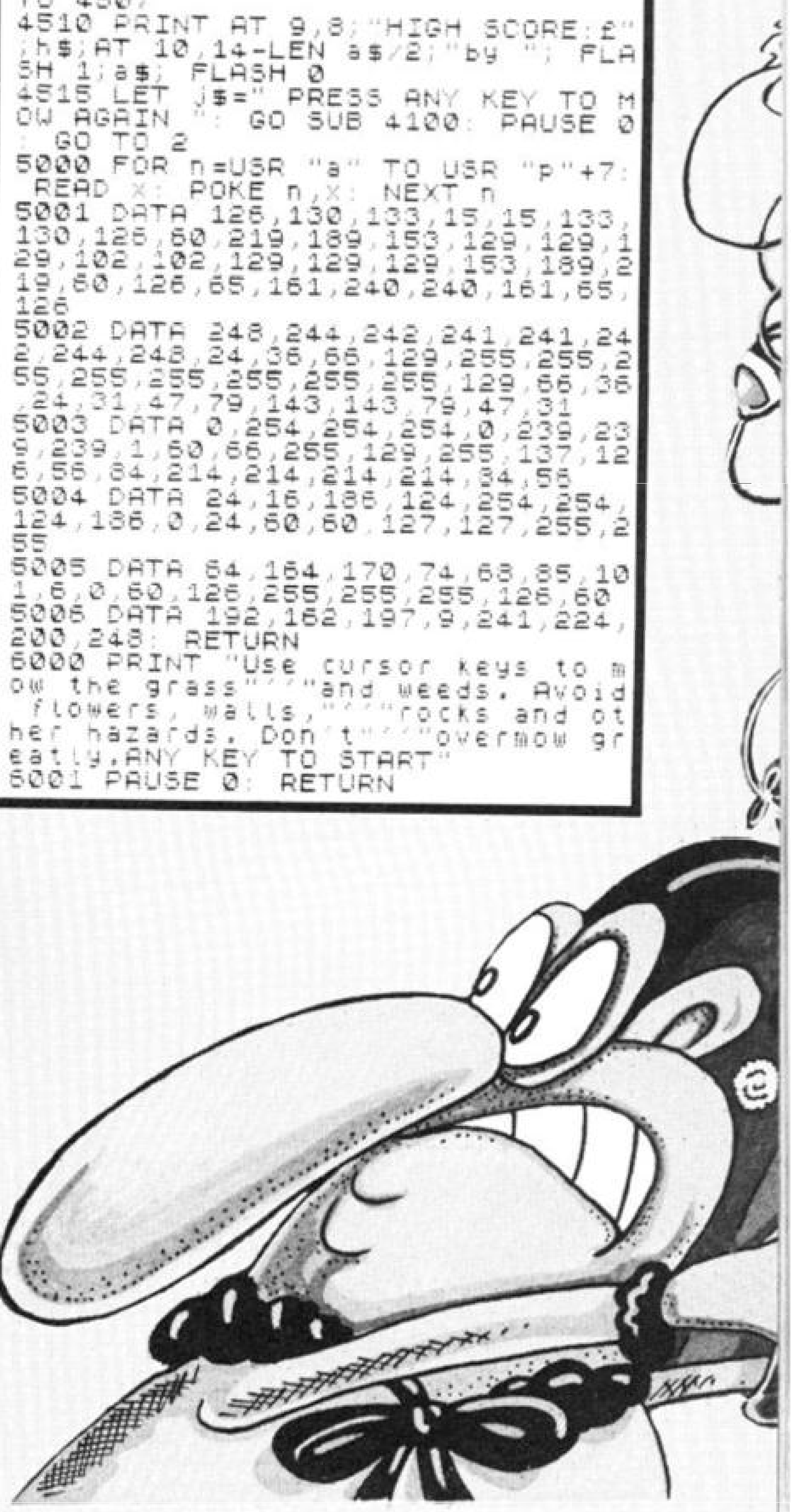
```
1007 LET f$="000000000"( TO fl):
 LET fr=12-fl: LET g$="0000000
00"( TO gl): LET gr=12-gl
1008 LET fi=2+INT (RND*6): IF fi
=4 THEN GO TO 1006
1009 LET gi=2+INT (RND*5): IF gi
=4 THEN GO TO 1006
1010 FOR f=1 TO fr: PRINT AT fx,
fy; INK fi; PAPER 0;f$: LET fx=f
x+1: NEXT f
1011 IF n>1 THEN FOR f=1 TO gr:
PRINT AT gx,gy; INK gi; PAPER 0;
g$: LET gx=gx+1: NEXT f
1500 IF n<4 THEN RETURN
1501 LET b=2+INT (RND*3)
1502 FOR f=1 TO b
1503 LET by=1+INT (RND*30): LET
bx=7+INT (RND*14)
1504 IF ATTR (bx,by)<>32 OR (bx=
13 AND by=15) THEN GO TO 1503
1505 PRINT AT bx,by; INK 7; PAPE
R 4;"M": NEXT f
2000 IF n<5 THEN RETURN
2001 LET py=1+INT (RND*29): LET
px=7+INT (RND*12)
2002 IF (px=13 AND py=15) OR (px
=12 AND py=15) OR (px=13 AND py=
14) OR (px=12 AND py=14) THEN GO
 TO 2001
2003 IF ATTR (px,py)<>32 OR ATTR
 (px+1,py)<>32 OR ATTR (px,py+1)
<>32 OR.ATTR (px+1,py+1)<>32 THE
N GO TO 2001
2004 PRINT AT px,py; INK 5; BRIG
HT 1 "█";AT px+1,py;"█"; BRIGH
T 0: LET p=4
2500 IF n<6 THEN RETURN
2501 LET z=n-5: LET zn=z
2502 FOR f=1 TO z
2503 LET zy=1+INT (RND*30): LET
zx=7+INT (RND*14)
2504 IF ATTR (zx,zy)<>32 OR (zx=
13 AND zy=15) THEN GO TO 2503
2505 LET zi=4-zn: IF zi=3 THEN L
ET zi=7
2506 IF zi=2 THEN LET zi=6
2507 PRINT AT zx,zy; INK 4; PAPE
R zi; INVERSE 1;z$(zn); INVERSE
0: LET zn=zn-1: NEXT f: RETURN
3000 IF n<3 THEN RETURN
3001 LET wn=3+INT (RND*4)
3002 FOR f=1 TO wn
3003 LET wy=1+INT (RND*30): LET
wx=7+INT (RND*14)
3004 IF ATTR (wx,wy)<>32 OR (wx=
13 AND wy=15) THEN GO TO 3003
3005 PRINT AT wx,wy; INK 0; PAPE
R 4;"N": NEXT f: RETURN
3900 LET r=r+10+INT (RND*v)
4000 PRINT #0;AT 0,0;c$: FOR f=1
 TO 300: NEXT f
4055 LET s=((g*2)-c-(k*10)+(w*5)
)/100+.001: IF s<0 THEN LET s=.0
01
4060 LET s$=STR$ s: BORDER 1: CL
S : PRINT AT 3,2;"You receive pa
yment of "; FLASH 1;"£";s$( TO L
EN s$-1)
4070 LET t=t+s: LET t$=STR$ t: P
RINT AT 6,1;"Your total earnings
 so far are ";AT 8,14;"£";t$( TO
 LEN t$-1)
4080 LET r=(r*7)/100+.001: LET r
$=STR$ r: LET r=r-.001: IF r=0 T
HEN LET r$="0.001"
4085 PRINT AT 12,1;"Cost of mowe
r repairs is £";r$( TO LEN r$-1)
4087 IF e=1 THEN LET e=(8+INT (R
ND*27))*7/100+.001: LET x$=STR$
e: LET e=e-.001: PRINT AT 15,0;e
$;" £";x$( TO LEN x$-1): LET r=r
+e
4090 IF r>t THEN LET j$="You've
not enough money left": LET t=.0
01: GO SUB 4100: GO TO 4500
```

```
4092 LET t=t-r: IF n=9 THEN LET
j$="You have finished the street
": GO SUB 4100: GO TO 4500
4095 PRINT #0;AT 0,0;"  ANY KEY
TO ENTER NEXT GARDEN  ": LET t=t-
.001: PAUSE 0: GO TO 3
4100 FOR f=1 TO 28: PRINT AT 20,
f; BRIGHT 1;j$(f);"DH": BEEP .1,
f-28: NEXT f: RETURN
4500 FOR f=1 TO 400: NEXT f: LET
 t$=STR$ t: BORDER 2: CLS : PRIN
T AT 2,3;"You managed to earn £"
;t$( TO LEN t$-1)
4505 IF t>h THEN PRINT AT 5,0;"Y
ou have achieved the high score"
: LET h$=t$( TO LEN t$-1): LET h
=t: INPUT "ENTER NAME...";a$
4506 LET f=8
4507 FOR g=6 TO 25: PRINT AT f,g
; INK INT (1+(RND*7)); PAPER 0;"
O": NEXT g
4508 LET f=f+1: IF f<12 THEN GO
TO 4507
4510 PRINT AT 9,8;"HIGH SCORE:£"
;h$;AT 10,14-LEN a$/2;"by "; FLA
SH 1;a$; FLASH 0
4515 LET j$=" PRESS ANY KEY TO M
OW AGAIN ": GO SUB 4100: PAUSE 0
: GO TO 2
5000 FOR n=USR "a" TO USR "p"+7:
 READ x: POKE n,x: NEXT n
5001 DATA 126,130,133,15,15,133,
130,126,60,219,189,153,129,129,1
29,102,102,129,129,129,153,189,2
19,60,126,65,161,240,240,161,65,
126
5002 DATA 248,244,242,241,241,24
2,244,248,24,36,66,129,255,255,2
55,255,255,255,255,255,129,66,36
,24,31,47,79,143,143,79,47,31
5003 DATA 0,254,254,254,0,239,23
9,239,1,60,66,255,129,255,137,12
6,56,84,214,214,214,214,84,56
5004 DATA 24,16,186,124,254,254,
124,186,0,24,60,60,127,127,255,2
55
5005 DATA 64,164,170,74,68,85,10
1,6,0,60,126,255,255,255,126,60
5006 DATA 192,162,197,9,241,224,
200,248: RETURN
6000 PRINT "Use cursor keys to m
ow the grass"''"and weeds. Avoid
 flowers, walls,"''"rocks and ot
her hazards. Don't"''"overmow gr
eatly.ANY KEY TO START"
6001 PAUSE 0: RETURN
```



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```
1 PRINT"███████TUNNEL SNATCH█"
2 PRINT"██████████BY"
3 PRINT"██████████M.HOLLAND█"
4 PRINT"██████████(19/9/83)"
5 FORT=1TO1000:NEXTT
10 POKE51,0:POKE52,28:POKE55,0:POKE56,28
20 FORT=0TO215:READA:POKE7168+T,A:NEXT
30 FORT=256TO263:READB:POKE7168+T,B:NEXT
32 POKE198,3:POKE632,147:POKE633,131
40 DATA48,48,24,116,24,56,46,98,12,12,24
,46,24,28,116,70
50 DATA24,24,8,28,8,20,20,16,24,24,16,56
,16,40,40,32
60 DATA108,146,218,218,108,0,186,84,108,
218,218,146,108,0,84,186
70 DATA54,91,91,73,54,0,42,93,54,73,91,9
1,54,0,93,42
80 DATA239,239,239,0,127,127,127,0,255,1
95,129,129,129,129,129,129
90 DATA0,0,102,60,102,0,0,0,231,165,165,
165,165,165,189,129
100 DATA189,165,165,165,165,165,165,231,
127,65,119,20,20,20,20,20
110 DATA20,20,20,20,20,119,65,127,127,65
,95,80,80,80,80,95
120 DATA65,125,5,5,5,125,65,127,127,65,9
5,80,80,80,80,80
130 DATA80,80,80,80,80,95,65,127,127,65,
93,85,85,85,85,85
140 DATA85,85,85,85,85,93,65,127,127,65,
93,85,85,93,65,95
150 DATA80,95,65,93,85,85,85,119,127,65,
95,80,80,80,95,65
160 DATA95,80,80,80,80,95,65,127,0,0,126
,66,66,126,0,0
170 DATA0,0,126,66,66,126,0,0,0,0,0,0,0,
0,0,0
```

PART TWO

```
10 HI=0:POKE36869,255:POKE36879,59:POKE3
6878,15
20 POKE36869,255:SC=0:MAN=8056:GHOST=782
2:CO=30720:X=1:G=4:PS=0:PRINT"█"
21 PRINT"█████  █ █ █ █ █ █ █   █ ██"

22 PRINT"██ ██ █ █   █  █ ███ █";
23 PRINT"██ ██ █ █   █  █   ██";
24 PRINT"██ ██ █ █ █ █ █ █ ███ █";
25 PRINT"██ ██    █ █ █ █ █   █";
26 PRINT"████████SNATCH█"
27 PRINT"████████J █2   █D":PRINT"███
██HHHHHHHHHHHHHH":PRINT"█████HHHHHHHHHHH
HHH"
28 FORAA=0TO7:READL,M:POKE36876,L:POKE36
875,L+6:POKE36874,L+3:FORSS=0TO50*M:NEXT
SS
29 POKE36876,0:POKE36875,0:POKE36874,0:N
EXTAA:GOTO32
30 DATA225,4,215,2,215,2,219,4,215,8,223
,4,225,4,0,5
32 RESTORE:MAN=8073:GHOST(2)=7822:POKE36
879,59:PS=0
33 PRINT"█████HHHHHHHHHHHHHHHHHHHHHH
HHHHHHHHHHHIHHHHHHHHHH"
34 PRINT"█HH                     HHHH HHH H
HH HHHH HHH HH";
35 PRINT"█HH HHH HHH HHHH HHH HH";
36 PRINT"█HH HHH HHH HHHH HHH HHHH
               HH";
37 PRINT"█HH HHH HHH HHHH HHH HH";
38 PRINT"█HH HHH HHH HHHH HHH HH";
39 PRINT"█HH HHH HHH HHHH HHH HH";
40 PRINT"█HH                     HH";
41 PRINT"█HH HHH HHH HHHH HHH HH";
42 PRINT"█HH HHH HHH HHHH HHH HH";
43 PRINT"█HH HHH HHH HHHH HHH HH";
44 PRINT"█HH                     HH";
45 PRINT"█HHHHHHHHHHHHHHHHHHHHHH";
46 PRINT"█HHHHHHHHHHHHHHHHHHHHHH"
```

```
50 FORT=1TO10
52 A=INT(RND(1)*300)+7834:IFPEEK(A)<>32T
HEN52
53 POKEA,10:POKEA+CO,0
54 NEXTT
99 FORRR=60TO0STEP-1:IFRR=0THEN2000
100 PRINT"██OQSUW Y█";SC;"█"
101 PRINT"█PRTVX Z"
102 PRINT"█KM OQSUW Y██";HI;"█"
103 PRINT"█LN PRTVX Z  █";A$;"█"
104 PRINT"███████████████████TIME-";R
R;"██YYY█SPANNERS-";PS;"█ █"
105 POKE7801,9:POKE7801+CO,2
106 POKE26879,59
107 POKE36876,235:POKE36875,255:POKE3687
4,245:POKE36876,0:POKE36875,0:POKE36874,
0
110 K=PEEK(197)
115 IFK=17ANDPEEK(MAN-22)<>8THENPOKEMAN,
32:MAN=MAN-22:X=3
120 IFK=33ANDPEEK(MAN+22)<>8THENPOKEMAN,
32:MAN=MAN+22:X=2
125 IFK=29ANDPEEK(MAN-1)<>8THENPOKEMAN,3
2:MAN=MAN-1:X=0
130 IFK=37ANDPEEK(MAN+1)<>8THENPOKEMAN,3
2:MAN=MAN+1:X=1
140 IFPEEK(MAN)=10THENGOSUB500:PS=PS+1
150 IFPEEK(MAN)=9ANDPS>4THENGOSUB1000:GO
TO32
160 IFPEEK(MAN)=4ORPEEK(MAN)=5ORPEEK(MAN
)=6ORPEEK(MAN)=7THEN2000
180 POKEMAN,X:POKEMAN+CO,6
201 Q=INT(RND(1)*4)
205 IFQ=0ANDPEEK(GHOST+1)<>8THENPOKEGHOS
T,32:GHOST=GHOST+1:G=6:GOTO230
210 IFQ=3ANDPEEK(GHOST+22)<>8THENPOKEGHO
ST,32:GHOST=GHOST+22:G=7:GOTO230
215 IFQ=1ANDPEEK(GHOST-1)<>8THENPOKEGHOS
T,32:GHOST=GHOST-1:G=4:GOTO230
220 IFQ=2ANDPEEK(GHOST-22)<>8THENPOKEGHO
```

Main variables:
MAN = Position of your man
GHOST = Position of ghost (Woodle)
X = Character to be used for man's direction
G = Character to be used for Woodle's direction
AS = High scorer's name
SC = Your score
HI = High score
CO = Start location of colour RAM
PS = Number of spanners collected

Illustration: Terry Rogers

```
ST,32:GHOST=GHOST-22:G=5:GOTO230
225 GOTO201
230 IFPEEK(GHOST)=0ORPEEK(GHOST)=1ORPEEK
(GHOST)=2ORPEEK(GHOST)=3THEN2000
240 POKEGHOST,G:POKEGHOST+CO,4
245 POKE36874,157:POKE36875,160:POKE3687
6,163:POKE36874,0:POKE36875,0:POKE36876,
0
250 NEXTRR
500 POKE36876,255:FORT=1TO3:NEXT:POKE368
76,0
505 SC=SC+5
510 RETURN
1000 PRINT"█":POKE37876,200:FORT=1TO50:P
OKE36874,160:POKE36874,0:NEXT:POKE36876,
0
1001 SC=SC+100:RETURN
2000 FORT=1TO10:POKE36877,200:FORW=0TO3:
POKEMAN,W:FORQ=1TO25:NEXTQ:NEXTW:NEXTT:P
OKE36877,0
2010 POKE36869,242:PRINT"█"
2020 PRINT"██████YOU ARE DEAD!!!!!!!"
2030 IFSC>HITHENHI=SC:GOSUB3000:PRINT"█
YOU HAVE GOT THE ":PRINT"█HI-SCORE█"
2040 PRINT"█  HI-SCORE="HI
2045 PRINT"█  HI-SCORE BY ";A$
2050 PRINT"█  YOUR SCORE="SC
2060 PRINT"███  ANOTHER GAME ?█"
2070 GETB$:IFB$="Y"THEN20
2080 IFB$="N"THEN2100
2090 GOTO2070
2100 PRINT"███ARE YOU SURE ?█"
2110 GETB$:IFB$="Y"THEN2200
2120 IFB$="N"THENGOTO20
2130 GOTO2110
2200 SYS64802
3000 PRINT"██ ¬NTER YOUR NAME BELOW"
3010 INPUTA$:IFLEN(A$)>5THEN3010
3020 RETURN
```

RUNS ON A VIC-20 in 3.5K

BY MARTIN HOLLAND

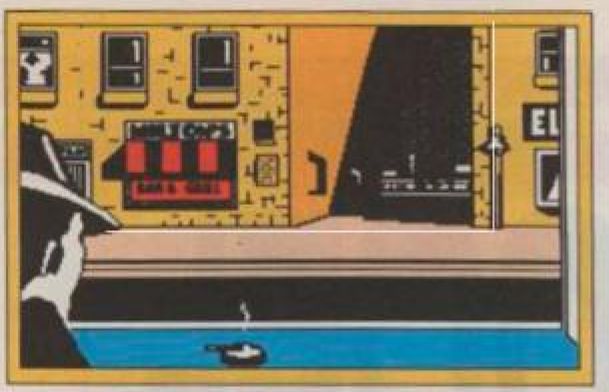
TUNNEL SNATCH

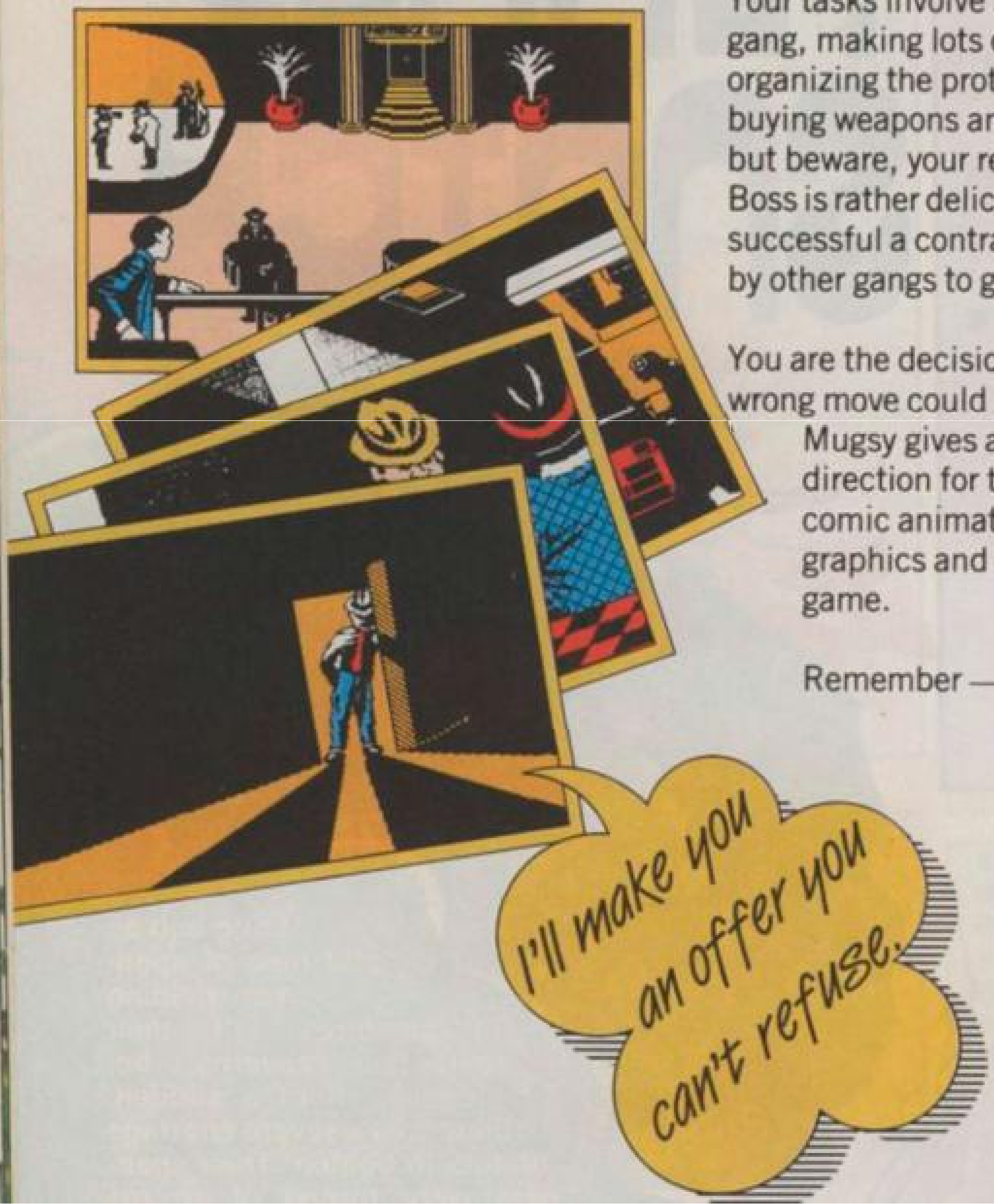
Long ago an odd race of spanner-wielding creatures left their mountain caverns because, all of a sudden, there was a severe shortage of nuts to tighten! Their spanners were forged of an extremely precious metal and, as the strange creatures simply cast them aside as they left the mountain, the caves are full of these very valuable tools. Are you brave enough to attempt to go and collect a few?

Inside the mountain there is a series of 20 tunnels – and a nasty monster called the Woodle. If you can elude the Woodle, collect all the spanners and make it to the exit before the time limit runs out, then you're a better games player than the *C&VG* team!

Martin has included a high score feature and you can enter your name alongside your top score. The program comes in TWO parts. The first defines the graphics and the second sets up the game itself – so be careful to program in both parts. The first part *must* be SAVED before the second is loaded and RUN.

The keys which control the game are: A = up, Z = down, < = left and > = right. And remember – watch out for the Woodle!

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All versions of 'The Hobbit' are identical with regard to the adventure program. Due to memory limitations, BBC cassette version does not include graphics.

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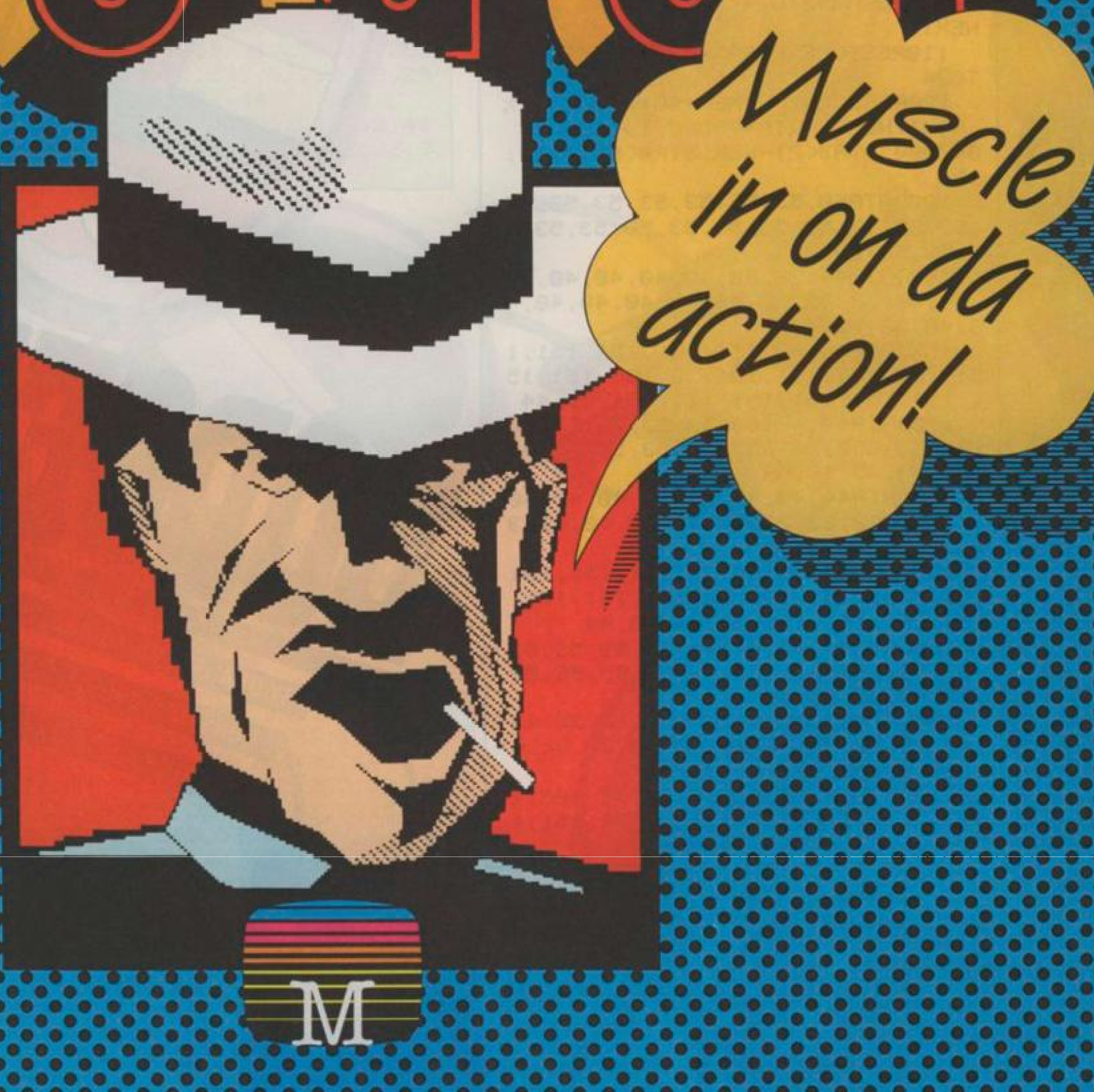
MUGSY


Muscle in on da action!
M

Melbourne House

```
   60*TV255,1
   70ENVELOPE1,0,0,0,0,0,0,0,126
,-4,0,-1,126,100
   80MODE7:VDU23;8202;0;0;0;:DIM
B%(2),C%(2),D%(2),F%(2):H%=0:PRO
CINSTRUCTIONS:CLS
   90B%=17:S%=0:L%=0:T%=0:R%=0
  100FORA%=2TO24:VDU31,0,A%,151:
NEXT
  110RESTORE:FORA%=4TO31:FORB%=2
TO24
  120READC%:?(HIMEM+40*B%+A%)=C%
:NEXT:NEXT:PRINTTAB(8,1)"SCORE:
000000";TAB(21-LEN(STR$(S%)),1);
S%;
  130DATA60,53,53,53,53,53,53,53
,53,53,53,53,53,53,53,53,53,53,5
3,53,53,53,45
  140DATA44,32,32,40,40,40,40,40
,40,40,32,32,32,40,40,40,40,40,4
0,40,32,32,44
  150DATA44,32.151,151,151,151,1
51,151,151,151,106,32,106,151,15
1,151,151,151,151,151,151,32,44
  160DATA44,40,60,53,53,53,53,53
,53,53,255,32,255,53,53,53,53,53
,53,53,45,40,44
  170DATA44,40,44,32,32,40,40,40
,40,40,32,32,32,40,40,40,40,40,3
2,32,44,40,44
  180DATA44,40,44,32,151,151,151
,151,151,151,106,32,106,151,151,
151,151,151,151,32,44,40,44
  190DATA44,40,44,40,60,53,53,53
,53,53,255,32,255,53,53,53,53,53
,45,40,44,40,44
  200DATA44,40,44,40,44,32,32,40
,40,40,32,32,32,40,40,40,32,32,4
4,40,44,40,44
  210DATA44,40,44,40,44,32.106,1
51,151,151,151,151,151,151,151,1
51,106,32,44,40,44,40,44
```

DODGEM

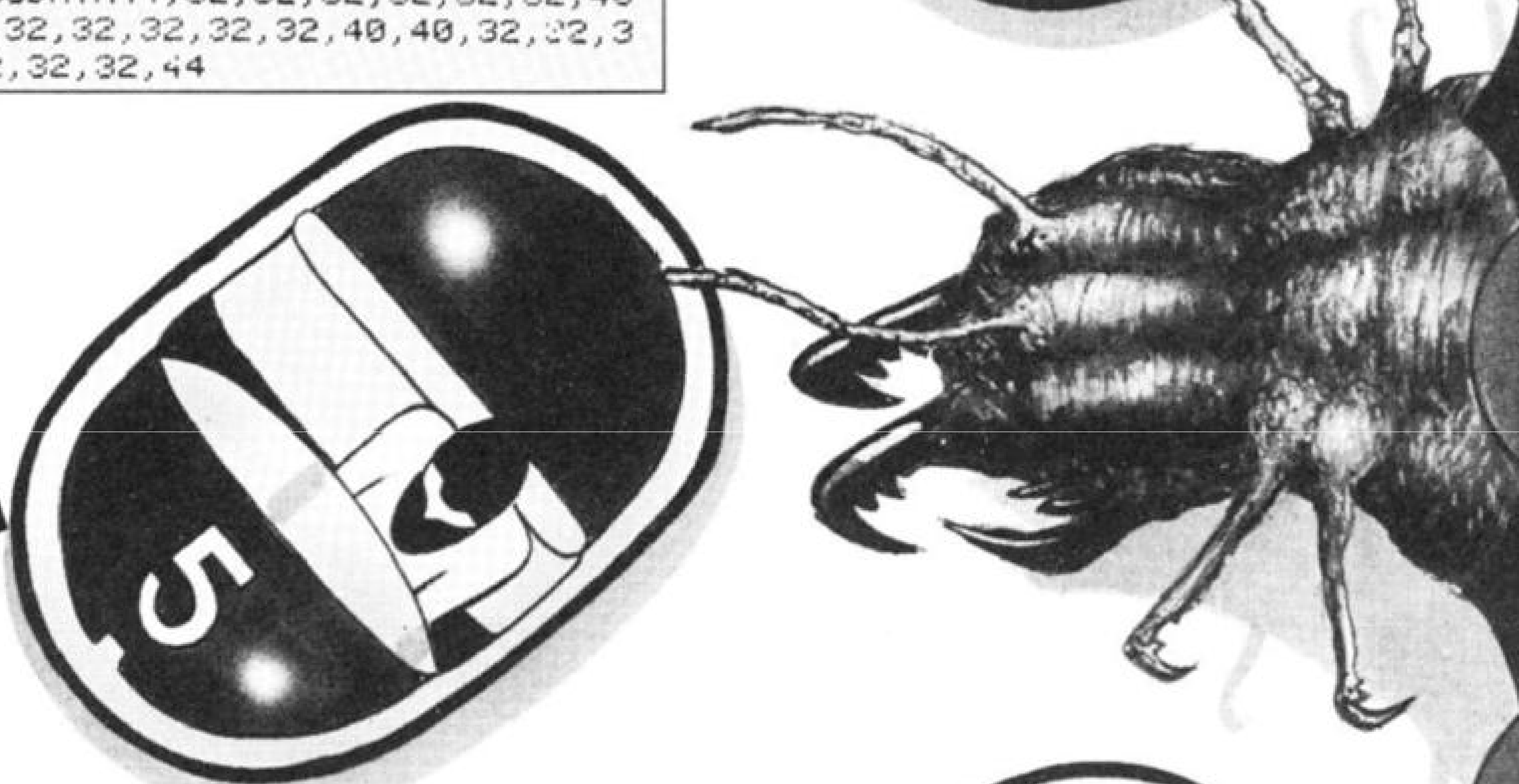
BY GRAHAM LOVERIDGE

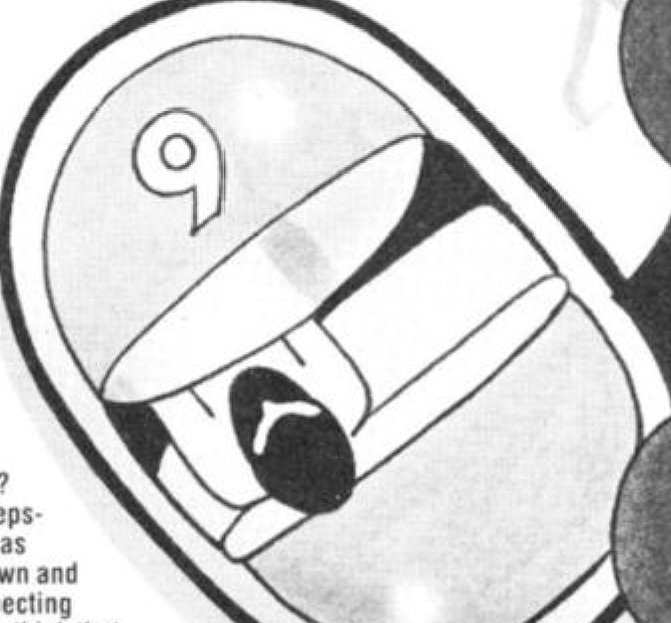
RUNS ON A BBC MODEL A OR B

Illustration: John Higgins.

```
  220DATA44,40,44,40,44,32,255,5
3,53,53,53,53,53,53,53,53,255,32
,44,40,44,40,44
  230DATA44,32,44,40,44,32,32,40
,40,32,32,32,32,32,40,40,32,32,4
4,40,44,32,44
  240DATA44,32,110,32,110,32,106
,151,151,151,106,32,106,151,151,
151,106,32,110,32,110,32,44
  250DATA44,32,255,32,255,32,255
,53,53,53,255,32,255,53,53,53,25
5,32,255,32,255,32,44
  260DATA44,32,32,32,32,32,32,40
,40,32,32,32,32,32,40,40,32,32,3
2,32,32,32,44
```

AMS





```
  270DATA44,32,106,32,106,32,106
,151,151,151,106,32,106,151,151,
151,106,32,106,32,106,32,44
  280DATA44,32,255,32,255,32,255
,53,53,53,255,32,255,53,53,53,25
5,32,255,32,255,32,44
  290DATA44,32,44,40,44,32,32,40
,40,32,32,32,32,32,40,40.32,32,4
4,40,44.32,44
  300DATA44,40,44,40,44,32,106,1
51,151,151,151,151,151,151,151,1
51,106,32,44,40,44,40,44
  310DATA44,40,44,40,44,32,255,5
3,53,53,53,53,53,53,53,53,255,32
,44,40,44,40,44
  320DATA44,40,44,40,44,32,32,40
,40,40,32,32,32,40,40,40.32,32,4
4,40,44.40,44
  330DATA44,40,44,40,44,151,151,
151,151,151,106,32,106,151,151,1
51,151,151,44,40,44,40,44
  340DATA44,40,44,32,180,53,53,5
3,53,53,255,32,255,53,53,53,53,5
3,165,32,44,40,44
  350DATA44,40,44,32,32,40,40,40
,40,40,32,32,32,40,40,40,40,40,3
2,32,44,40,44
```

Who said it was all fun at the fairground?

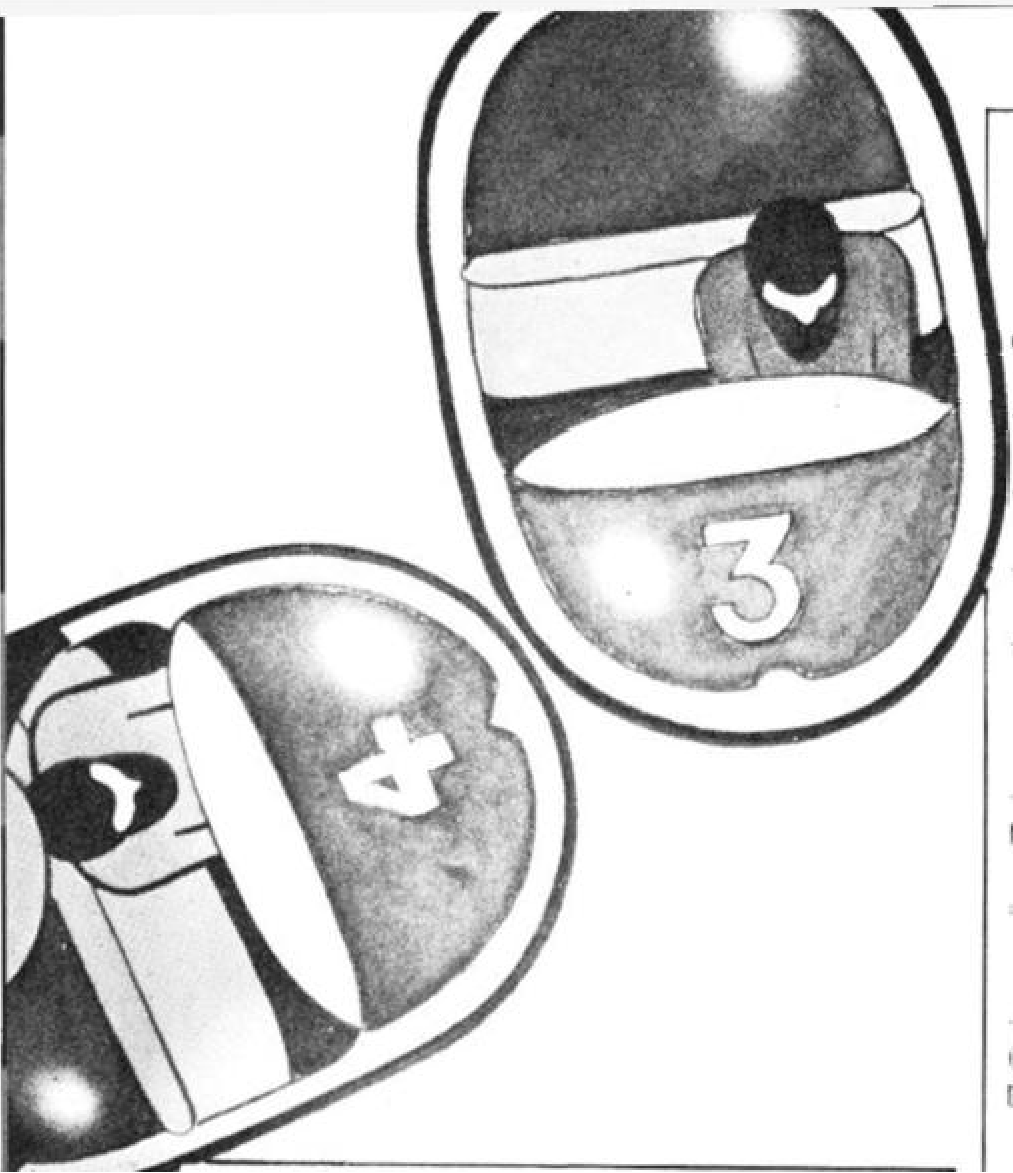
The Creepsville Fair has come to town and the unsuspecting inhabitants think that this fair is just like any other they've ever been to.

But, unluckily for you and the rest of the town, this is a haunted fairground and there are plenty of ghosts and monsters lurking around the amusements waiting to scare the life out of you.

You didn't know this when you jumped on to the dodgem car – but you certainly do now. The whole rink is filled with monsters trying to jump in the driving seat with you.

So you'll need to keep your foot on the accelerator and a firm hold on the steering wheel if you're going to avoid them.

The Z and X keys move you left and right. The / and ; keys move you up and down.



```
  360DATA44,40,44,151,151,151,15
1,151,151,151,106,32,106,151,151
,151,151,151,151,151,44,40,44
  370DATA44,32,180,53,53,53,53,5
3,53,53,255,32,255,53,53,53,53,5
3,53,53,165,32,44
  380DATA44,32,32,40,40,40,40,40
,40,40,32,32,32,40,40,40,40,40,4
0,40,32,32,44
  390DATA44,151,151,151,151,151,
151,151,151,151,151,151,151,151,
151,151,151,151,151,151,151,151,
44
  400DATA180,53,53,53,53,53,53,5
3,53,53,53,53,53,53,53,53,53,53,
53,53,53,53,165
  410T%=T%+10:IFT%>90T%=90
  420B%=17:FORA%=1TO2:F%(A%)=INT
RND(4):D%(A%)=32:B%(A%)=17:C%(A%
)=(A%-1)*10+3:NEXT:C%=23:D%=94:V
DU31,B%,C%,D%,31,B%(1),C%(1),64,
31,B%(2),C%(2),64:F%=INTRND(4)
  430IFL%<>3PRINTTAB(15,13);"REA
DY";:FORC=1TO2000:NEXT:PRINTTAB(
15,13);"      ";ELSEPROCEND:GOTO9
0
  440REPEAT
  450Z%=0:E%=0:PROCMPOS:IFP%=1PR
OCL:GOTO610
  460Z%=0
  470?(HIMEM+40*C%+B%)=32
  480IFINKEY(-98)PROCCH(B%-1,C%)
:IFE%=1F%=1
  490IFINKEY(-67)PROCCH(B%+1,C%)
:IFE%=1F%=2
```

```
  500IFINKEY(-73)PROCCH(B%,C%-1)
:IFE%=1F%=3
  510IFINKEY(-105)PROCCH(B%,C%+1
):IFE%=1F%=4
  520ONF%+1GOTO570,530,540,550,5
60
  530PROCCH(B%-1,C%):IFE%=1B%=B%
-1:D%=91:GOTO570ELSEF%=0:GOTO570
  540PROCCH(B%+1,C%):IFE%=1B%=B%
+1:D%=93:GOTO570ELSEF%=0:GOTO570
  550PROCCH(B%,C%-1):IFE%=1C%=C%
-1:D%=94:GOTO570ELSEF%=0:GOTO570
  560PROCCH(B%,C%+1):IFE%=1C%=C%
+1:D%=86ELSEF%=0
  570?(HIMEM+40*C%+B%)=D%
  580IFZ%=64PROCL:GOTO610
  590IFZ%=40S%=S%+T%:PRINTTAB(21
-LEN(STR$(S%)),1);S%:R%=R%+1:SOU
ND0,-14,RND(2),2
  600UNTILR%=120:Z%=0:PROCWIN:R%
=0:GOTO100
  610UNTILZ%<>32ORZ%<>32:GOTO420
  620DEFPROCCH(b%,c%):Z%=?(HIMEM
+40*c%+b%):IFZ%=32ORZ%=40ORZ%=94
ORZ%=93ORZ%=91ORZ%=86THENE%=1:EN
DPROC
  630E%=0:ENDPROC
  640DEFPROCP
  650FORA%=1TO2:?(HIMEM+40*C%(A%
)+B%(A%))=D%(A%)
  660NEXT:ENDPROC
  670DEFPROCMPOS
  680PROCP:P%=0
  690FORQ%=1TO2:IFB%(Q%)=17ORB%(
Q%)=B%PROCM:GOTO720
  700IFC%(Q%)=13ORC%(Q%)=C%PROCM
:GOTO720
  710IFF%(Q%)=0PROCM
  720ONF%(Q%)GOTO730,740,750,760
  730PROCCH(B%(Q%)-1,C%(Q%)):IFE
%=1 B%(Q%)=B%(Q%)-1:GOTO770ELSE
F%(Q%)=0:PROCD
  740PROCCH(B%(Q%)+1,C%(Q%)):IFE
%=1 B%(Q%)=B%(Q%)+1:GOTO770ELSE
F%(Q%)=0:PROCD
  750PROCCH(B%(Q%),C%(Q%)-1):IFE
%=1C%(Q%)=C%(Q%)-1:GOTO770ELSEF%
(Q%)=0:PROCD
  760PROCCH(B%(Q%),C%(Q%)+1):IFE
%=1 C%(Q%)=C%(Q%)+1 ELSE F%(Q%)=
0:PROCD
  770IFE%=1D%(Q%)=Z%
  780IFZ%=91ORZ%=94ORZ%=93ORZ%=8
6P%=1:Q%=2:GOTO800
  790?(HIMEM+40*C%(Q%)+B%(Q%))=6
4
  800NEXT
  810ENDPROC
  820DEFPROCEND
  830*FX15,1
  840VDU26:CLS:PRINTTAB(5,10)"Yo
u scored ";S%;" points."
```

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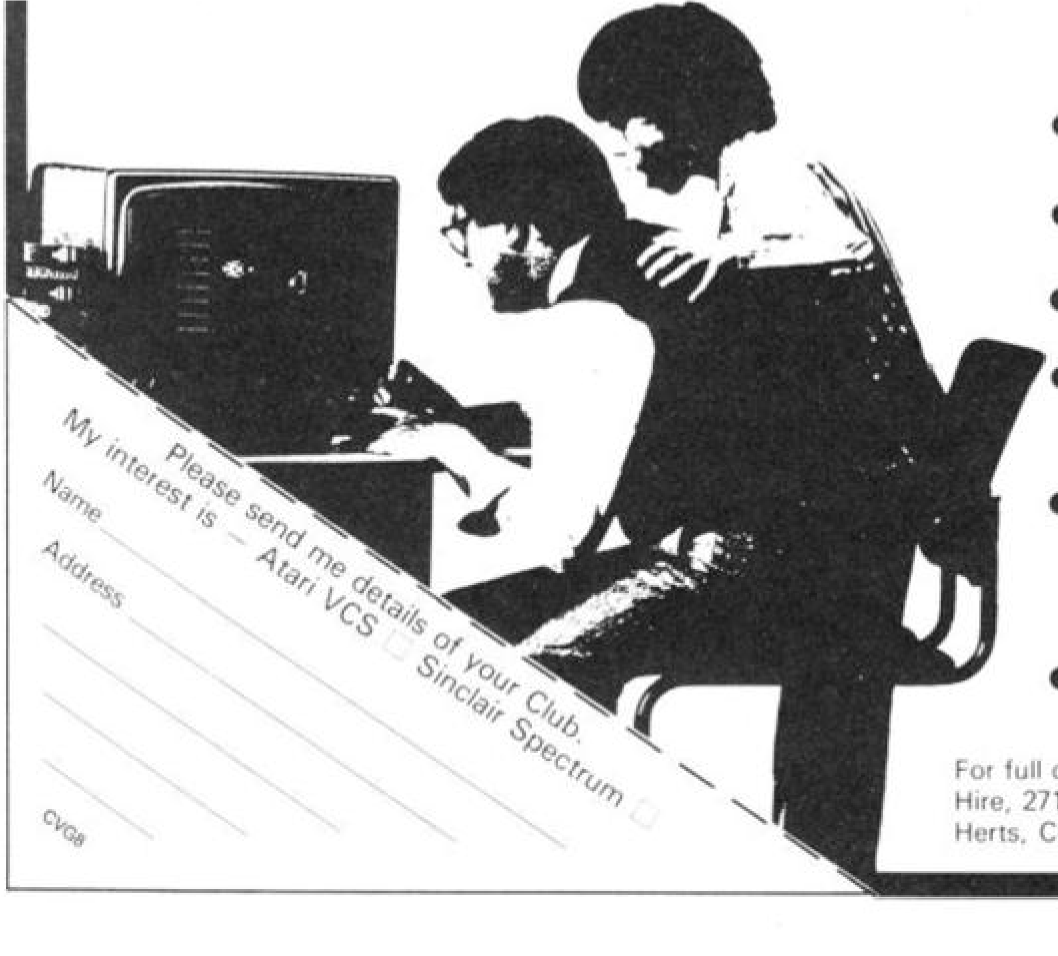

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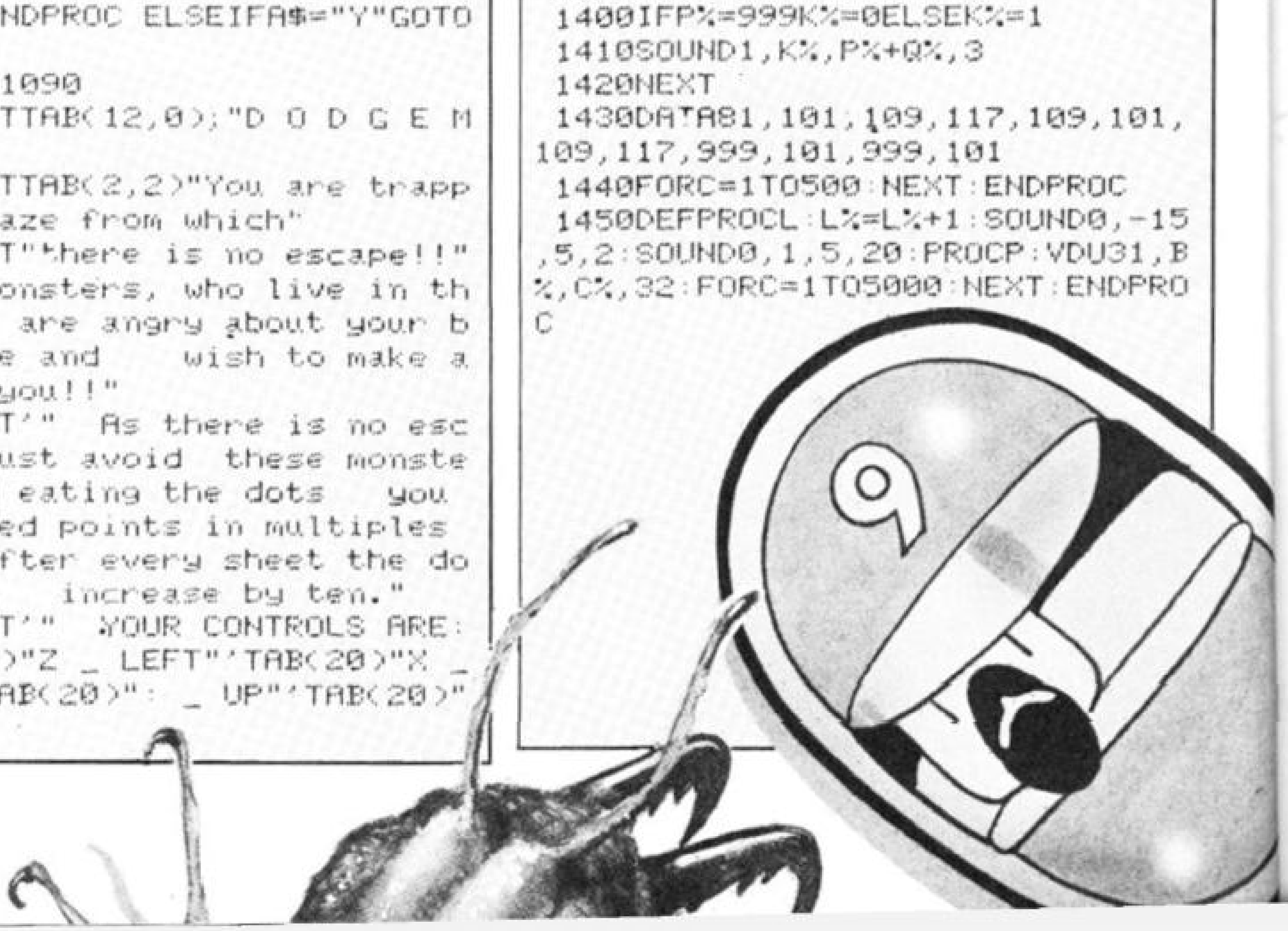
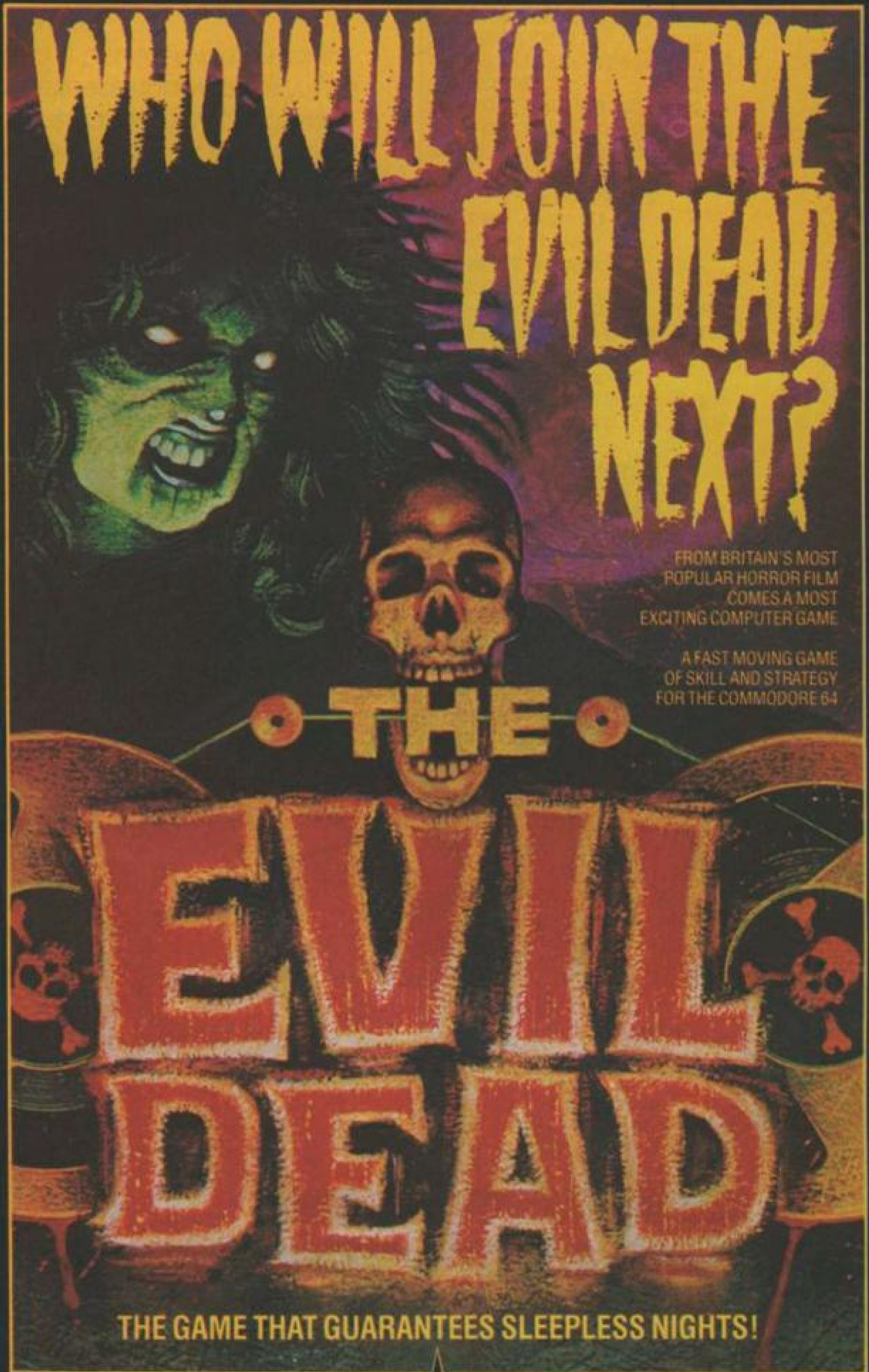
```
  850IFS%>H%H%=S%:PRINTTAB(5,15)
"This is also the high score!!"
  860PRINTTAB(5.20);"Another gam
e (Y/N)?"
  870A$=GET$:IFA$="Y"GOTO890ELSE
IFA$="N"GOTO900
  880GOTO870
  890CLS:ENDPROC
  900CLS:END
  910DEFPROCH:M%=0
  920IFC%(Q%)>C%PROCCH(B%(Q%),C%
(Q%)-1):IFE%=1F%(Q%)=3:M%=1:ENDP
ROC
  930IFC%(Q%)<C%PROCCH(B%(Q%,.C%
(Q%)+1):IFE%=1F%(Q%)=4:M%=1:ENDP
ROC
  940F%(Q%)=0:ENDPROC
  950DEFPROCV:M%=0
  960IFB%(Q%)>B%PROCCH(B%(Q%)-1,
C%(Q%)):IFE%=1F%(Q%)=1:M%=1:ENDP
ROC
  970IFB%(Q%)<B%PROCCH(B%(Q%)+1,
C%(Q%)):IFE%=1F%(Q%)=2:M%=1:ENDP
ROC
  980F%(Q%)=0:ENDPROC
  990DEFPROCD
 1000IFE%=!D%(Q%)=Z%
 1010ENDPROC
 1020DEFPROCM
 1030IFB%(Q%)=B%ORB%(Q%)=17PROCH
:IFM%=1ENDPROC
 1040IFC%(Q%)=C%ORC%(Q%)=13PROCV
:IFM%=1ENDPROC
 1050IFF%(Q%)=3ORF%(Q%)=4PROCV:I
FM%=1ENDPROC
 1060IFF%(Q%)=1ORF%(Q%)=2PROCH:I
FM%=1ENDPROC
 1070F%(Q%)=INTRNL(4):ENDPROC
 1080DEFPROCINSTRUCTIONS
 1090CLS:PRINTTAB(2,5)"Do you wa
nt instructions (Y/N)?":A$=GET$:
IFA$="N"ENDPROC ELSEIFA$="Y"GOTO
1110
 1100GOTO1090
 1110PRINTTAB(12,0);"D O D G E M
 S"
 1120PRINTTAB(2,2)"You are trapp
ed in a maze from which"
 1130PRINT"there is no escape!!"
'"  Two monsters, who live in th
e maze ,  are angry about your b
eing there and    wish to make a
 meal of you!!"
 1140PRINT'"  As there is no esc
ape you must avoid  these monste
rs (@).By eating the dots   you
are awarded points in multiples
of  ten.After every sheet the do
ts points   increase by ten."
 1150PRINT'"  YOUR CONTROLS ARE:
-"'TAB(20)"Z _ LEFT"'TAB(20)"X _
 RIGHT"'TAB(20)": _ UP"'TAB(20)"
/ _ DOWN"
```

```
 1160PRINT'"  YOU START AT THE B
OTTOM OF THE MAZE          GOOD LU
CK...  YOU'LL NEED IT!!"
 1170PRINT'"   PRESS ANY KEY TO
CONTINUE .....":A$=GET$
 1180CLS:ENDPROC
 1190DEFPROCWIN:FORC=1TO100:NEXT
:PROCMUSIC(0):FORC=1TO1000:NEXT
 1200VDU26,12:PRINTTAB(10,5);CHR
$141;TAB(10,6);CHR$141;
 1210A$="CONGRATULATIONS"
 1220FORX%=1TO15:PRINTTAB(10+X%,
5);MID$(A$,X%,1);TAB(10+X%,6);MI
D$(A$,X%,1);:SOUND0,-12-RND(3),R
ND(2),1:FORC=1TO200:NEXT:NEXT
 1230PRINTTAB(38,5);CHR$140;TAB(
38,6);CHR$140;
 1240A$=STR$(S%-(R%*T%)):B$=STR$
(R%*T%)
 1250FORX%=1TO12
 1260PRINTTAB(0,X%,;A$;TAB(39-LE
Nb$,25-X%);B$;
 1270FORC=1TO100:NEXT
 1280PRINTTAB(0,X%)"        ";TAB(3
2,25-X%);"        ";
 1290NEXT
 1300FORX%=LENA$TO19
 1310PRINTTAB(X%-LENA$,12);" ";A
$;TAB(39-LENB$-X%,13);B$;" ";
 1320FORC=1TO100:NEXT
 1330NEXT
 1340PRINTTAB(19-LEN'STR$(S%)),1
4);3TRING$(LEN(STR$(S%))+2,"_")
 1350PRINTTAB(20-LEN(STR$(S%)),1
5);S%
 1360PROCMUSIC(28):FORC=1TO500:N
EXT:CLS:ENDPROC
 1370DEFPROCMUSIC(Q%):RESTORE143
0
 1380FORX%=1TO12
 1390READP%
 1400IFP%=999K%=0ELSEK%=1
 1410SOUND1,K%,P%+Q%,3
 1420NEXT
 1430DATA81,101,109,117,109,101,
109,117,999,101,999,101
 1440FORC=1TO500:NEXT:ENDPROC
 1450DEFPROCL:L%=L%+1:SOUND0,-15
,5,2:SOUND0,1,5,20:PROCP:VDU31,B
%,C%,32:FORC=1TO5000:NEXT:ENDPRO
C
```

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RUNS ON AN ATARI 400 OR 800

One of the computer's greatest assets is that it is always there and never gets tired. It is also very handy when you're alone and have nothing to do.

Super Solitaire is a perfect example of the computer's usefulness and versatility. The program enables you to play the game quickly and easily because it saves you having to set up the board each time and it also makes the game more fun.

A colour television should be used, but it is possible to play the game on a black and white set.

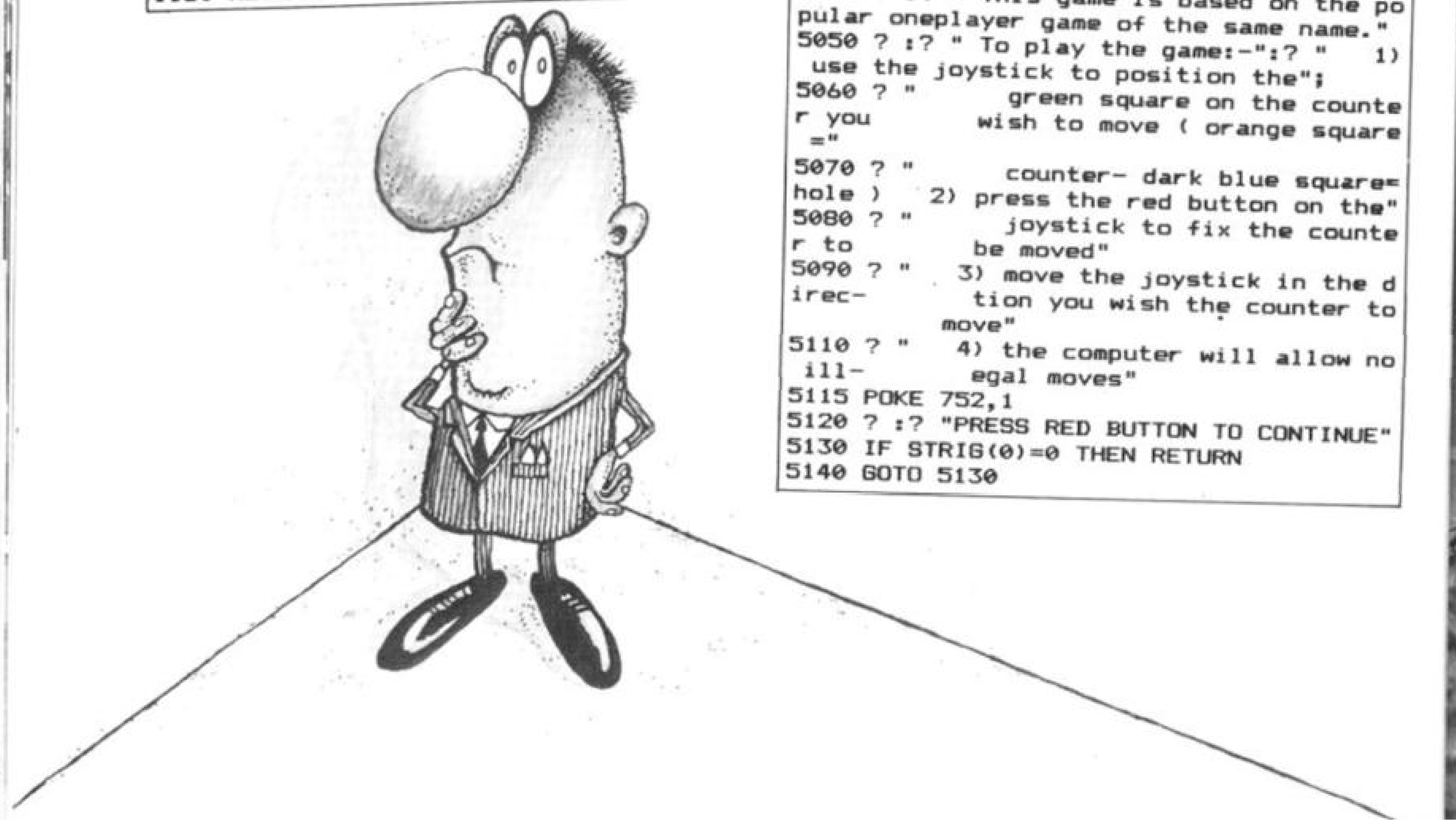
If you can complete Solitaire, the computer recognises this and plays When the Saints Come Marching In *as a salute. If it is obvious to the computer that you cannot solve the Solitaire, the computer will play* The Last Post.

```
4 GOSUB 5000
5 RESTORE
10 XM=18:YM=10
20 G=0
28 GRAPHICS 3
29 POKE 752,1
30 SETCOLOR 4,6,0
31 COLOR 3
32 FOR T=6 TO 15
33 FOR H=10 TO 26
34 PLOT H,T
35 NEXT H:NEXT T
36 FOR T=14 TO 22
37 FOR H=2 TO 18
38 PLOT T,H
39 NEXT H:NEXT T
40 COLOR 1
50 FOR T=8 TO 12 STEP 2
60 FOR H=12 TO 24 STEP 2
70 PLOT H,T
80 NEXT H:NEXT T
90 FOR T=16 TO 20 STEP 2
100 FOR H=4 TO 16 STEP 2
110 PLOT T,H
120 NEXT H:NEXT T
130 SC=STICK(0)
135 FOR D=1 TO 50:NEXT D
140 X=0:Y=0
150 IF SC=7 THEN X=2
160 IF SC=11 THEN X=-2
170 IF SC=14 THEN Y=-2
180 IF SC=13 THEN Y=2
190 COLOR G:PLOT XM,YM
192 XP=XM:YP=YM
193 XM=XM+X:YM=YM+Y
194 IF XM<12 THEN XM=12
195 IF XM>24 THEN XM=24
196 IF XM<16 AND (YM<8 OR YM>12) THEN XM
=XP:YM=YP
197 IF XM>20 AND (YM<8 OR YM>12) THEN XM
=XP:YM=YP
198 IF YM>16 THEN YM=16
199 IF YM<4 THEN YM=4
200 LOCATE XM,YM,G
210 COLOR 2:PLOT XM,YM
220 IF STRIG(0)=0 THEN GOSUB 1000
230 GOTO 130
1000 IF G<>1 THEN RETURN
1003 FC=STICK(0)
1005 IF FC<>7 AND FC<>11 AND FC<>14 AND
FC<>13 THEN 1000
1010 X=0:Y=0
1020 IF FC=7 THEN X=4
1030 IF FC=11 THEN X=-4
1040 IF FC=14 THEN Y=-4
1050 IF FC=13 THEN Y=4
1060 LOCATE XM+X,YM+Y,L
1065 LOCATE XM+(X/2),YM+(Y/2),Z
1070 IF L<>0 OR Z<>1 THEN ? "          I
NVALID MOVE!":FOR A=1 TO 1000:NEXT A:? "
}":RETURN
```

Illustration: Dorian Cross

```
1080 COLOR 0:PLOT XM,YM:PLOT XM+(X/2),YM
+(Y/2):XM=XM+X:YM=YM+Y:COLOR 1:PLOT XM,Y
M
1082 ? "}"
1085 QS=0:DF=0:DR=0
1090 FOR T=8 TO 12 STEP 2
1100 FOR H=12 TO 24 STEP 2
1105 IF H=18 AND T=10 THEN 1120
1110 LOCATE H,T,SQ
1111 IF SQ<>1 THEN 1120
1114 DF=0:QS=1:LOCATE H+2,T,M:LOCATE H+4
,T,N:IF M=1 AND N=0 THEN DF=1
1115 LOCATE H,T+2,M:LOCATE H,T+4,N:IF M=
1 AND N=0 THEN DF=1
1116 LOCATE H,T-2,M:LOCATE H,T-4,N:IF M=
1 AND N=0 THEN DF=1
1117 LOCATE H-2,T,M:LOCATE H-4,T,N:IF M=
1 AND N=0 THEN DF=1
1118 IF DF=1 THEN DR=1
1120 NEXT H:NEXT T
1130 FOR T=16 TO 20 STEP 2
1140 FOR H=4 TO 16 STEP 2
1145 IF H=18 AND T=10 THEN 1160
1150 LOCATE H,T,SQ
1151 IF SQ<>1 THEN 1160
1154 DF=0:QS=1:LOCATE H+2,T,M:LOCATE H+4
,T,N:IF M=1 AND N=0 THEN DF=1
1155 LOCATE H,T+2,M:LOCATE H,T+4,N:IF M=
1 AND N=0 THEN DF=1
1156 LOCATE H,T-2,M:LOCATE H,T-4,N:IF M=
1 AND N=0 THEN DF=1
1157 LOCATE H-2,T,M:LOCATE H-4,T,N:IF M=
1 AND N=0 THEN DF=1
1158 IF DF=1 THEN DR=1
1160 NEXT H:NEXT T
1170 IF QS=0 THEN 2000
1172 IF DR=1 THEN 1180
1175 ? "}IT IS NOW IMPOSSIBLE FOR YOU TO
                COMPLETE SOLITAIRE":GOTO 3
000
1180 RETURN
```

```
2000 FOR SND=1 TO 36:READ ANS,BNS:SOUND
1,ANS,10,10:FOR BB=1 TO BNS:NEXT BB:NEXT
 SND:GOTO 2020
2010 DATA 121,50,96,50,91,50,81,200,121,
50,96,50,91,50,81,200,121,50,96,50,91,50
,81,100,96,100,121,100,96
2015 DATA 100,108,200,96,50,0,1,96,50,10
8,50,121,150,0,1,121,50,96,100,81,100,0,
1,81,50,91,150,96
2016 DATA 50,91,50,81,100,96,100,121,100
,108,100,121,300,0,2
2020 POKE 752,1
2025 ? "} DO YOU WANT TO PLAY AGAIN (Y/N
)?"
2030 H=PEEK(764):POKE 764,255
2040 IF H=43 THEN RUN
2050 IF H<>35 THEN 2030
2055 GRAPHICS 18:COLOR 1:FOR DWN=1 TO 4:
? #6:NEXT DWN:? #6;"           SUPER":? #6;"
    SOLITAIRE":? #6;"            HAS"
2056 ? #6;"          ENDED"
2060 GOTO 2060
3000 FOR SND=1 TO 36:READ ANS,BNS:NEXT S
ND:FOR SND=1 TO 14:READ ANS,BNS:SOUND 1,
ANS,10,10:FOR BB=1 TO BNS:NEXT BB
3005 NEXT SND:GOTO 2020
3010 DATA 108,50,81,100,64,100,108,150,0
,50,108,50,81,100,64,50,108,50,81,100,64
,50,108,50,81,200,0,200
5000 GRAPHICS 18:COLOR 1:FOR DWN=1 TO 4:
? #6:NEXT DWN
5010 ? #6;"          SUPER":? #6;"      SOLI
TAIRE"
5020 FOR DWN=1 TO 500:NEXT DWN:GRAPHICS
0:COLOR 1:POKE 710,2
5025 ? "          SUPER SOLITAIRE":? "
  "
5030 ? :? :? "  Welcome to SUPER SOLITAI
RE ! ! ! !"
5040 ? :? " This game is based on the po
pular oneplayer game of the same name."
5050 ? :? " To play the game:-":? "    1)
 use the joystick to position the";
5060 ? "          green square on the counte
r you       wish to move ( orange square
 ="
5070 ? "          counter- dark blue square=
hole )   2) press the red button on the"
5080 ? "          joystick to fix the counte
r to        be moved"
5090 ? "   3) move the joystick in the d
irec-        tion you wish the counter to
        move"
5110 ? "   4) the computer will allow no
 ill-        egal moves"
5115 POKE 752,1
5120 ? :? "PRESS RED BUTTON TO CONTINUE"
5130 IF STRIG(0)=0 THEN RETURN
5140 GOTO 5130
```



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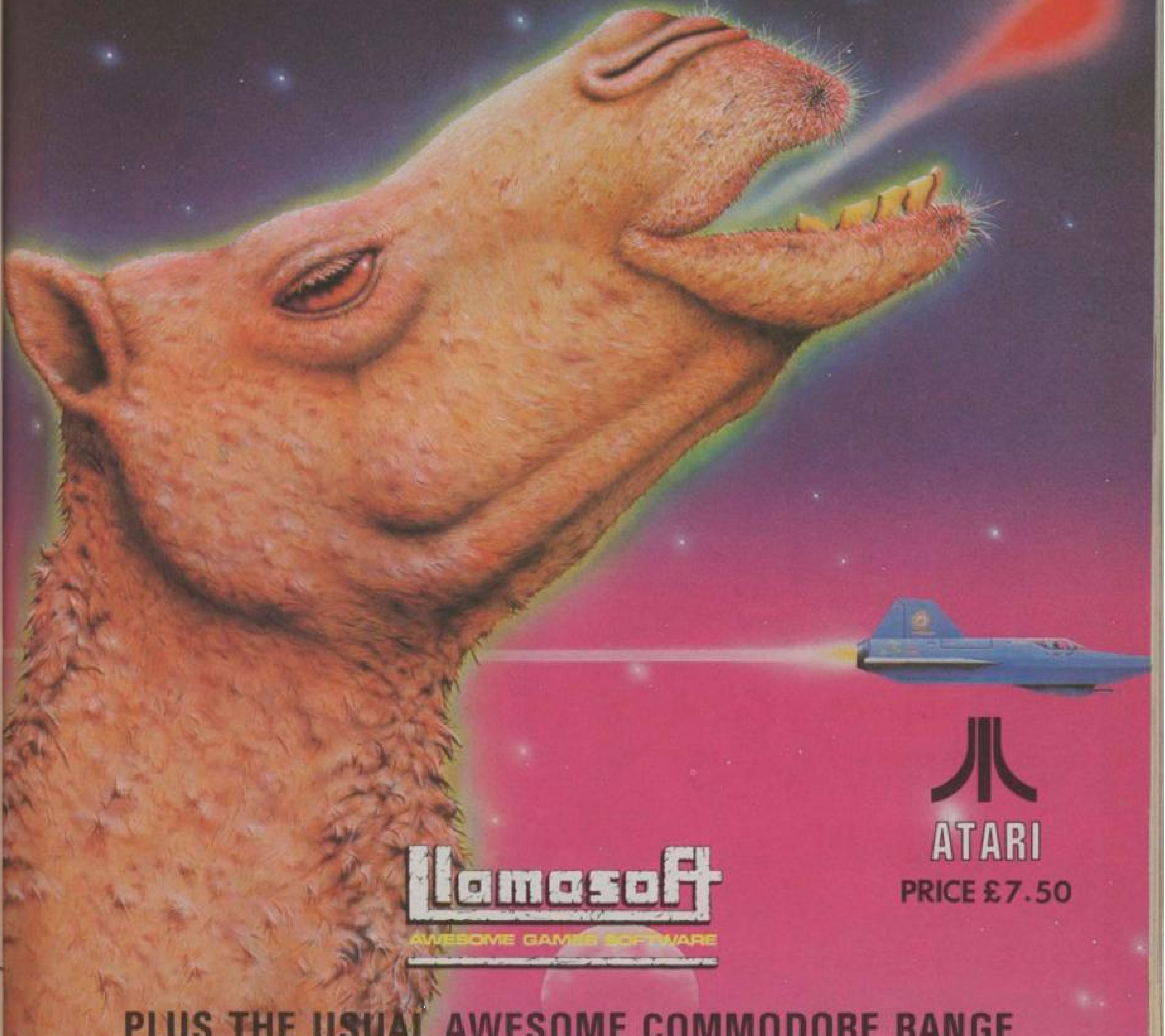
Attack of the Mutant Camels



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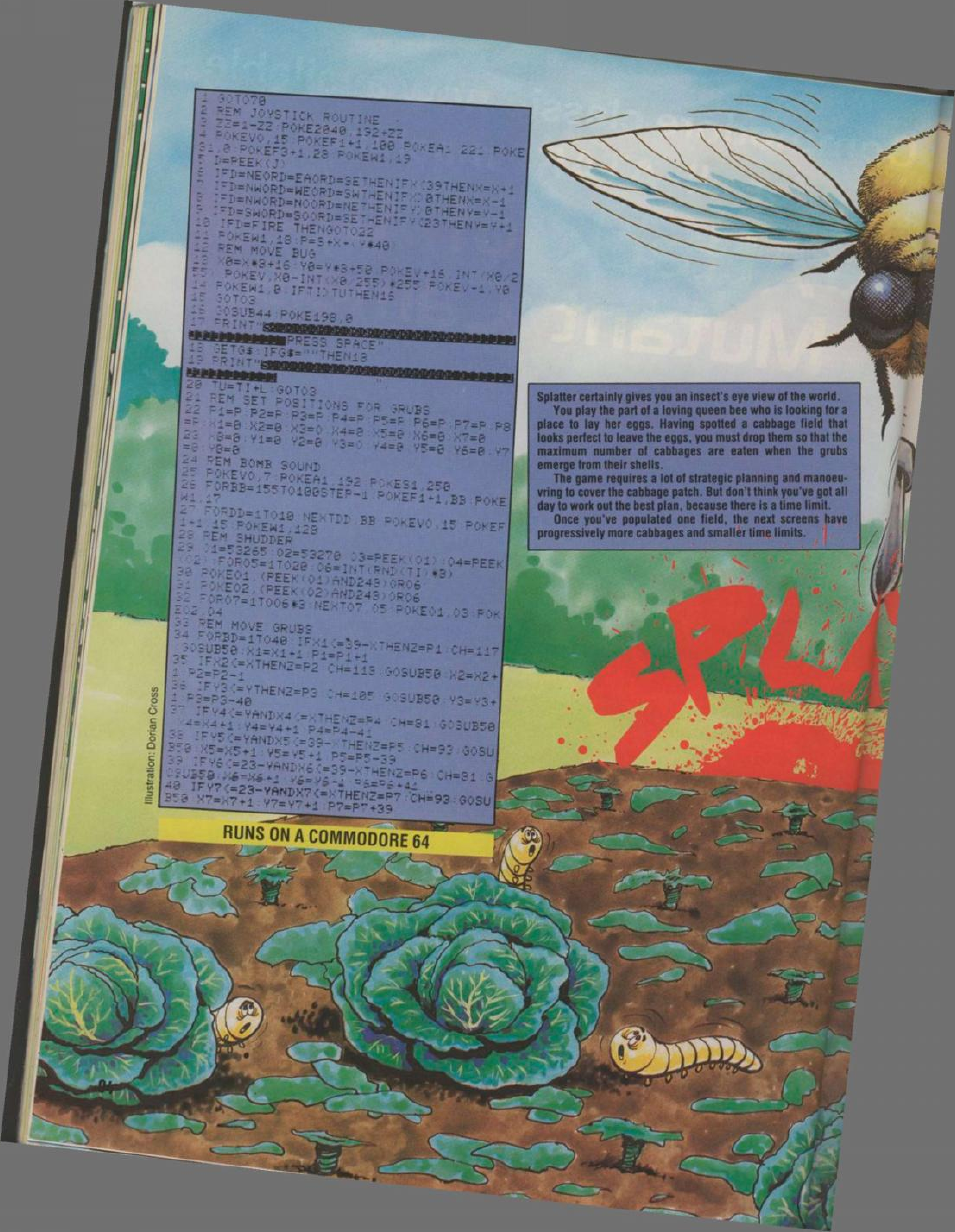


Splatter certainly gives you an insect's eye view of the world.

You play the part of a loving queen bee who is looking for a place to lay her eggs. Having spotted a cabbage field that looks perfect to leave the eggs, you must drop them so that the maximum number of cabbages are eaten when the grubs emerge from their shells.

The game requires a lot of strategic planning and manoeuvring to cover the cabbage patch. But don't think you've got all day to work out the best plan, because there is a time limit.

Once you've populated one field, the next screens have progressively more cabbages and smaller time limits.

```
1 GOTO70
2 REM JOYSTICK ROUTINE
3 ZZ=1-ZZ:POKE2040,192+ZZ
4 POKEV0,15:POKEF1+1,100:POKEA1,221:POKE
S1,0:POKEF3+1,28:POKEW1,19
5 D=PEEK(J)
6 IFD=NEORD=EAORD=SETHENIFX<39THENX=X+1
7 IFD=NWORD=WEORD=SWTHENIFX>0THENX=X-1
8 IFD=NWORD=NOORD=NETHENIFY>0THENY=Y-1
9 IFD=SWORD=SOORD=SETHENIFY<23THENY=Y+1
10 IFD=FIRE THENGOTO22
11 POKEW1,18:P=S+X+(Y*40)
12 REM MOVE BUG
13 X0=X*8+16:Y0=Y*8+50:POKEV+16,INT(X0/2
55):POKEV,X0-INT(X0/255)*255:POKEV+1,Y0
14 POKEW1,0:IFTI>TUTHEN16
15 GOTO3
16 GOSUB44:POKE198,0
17 PRINT"[illegible]PRESS SPACE"
18 GETG$:IFG$=""THEN18
19 PRINT"[illegible]"
20 TU=TI+L:GOTO3
21 REM SET POSITIONS FOR GRUBS
22 P1=P:P2=P:P3=P:P4=P:P5=P:P6=P:P7=P:P8
=P:X1=0:X2=0:X3=0:X4=0:X5=0:X6=0:X7=0
23 X8=0:Y1=0:Y2=0:Y3=0:Y4=0:Y5=0:Y6=0:Y7
=0:Y8=0
24 REM BOMB SOUND
25 POKEV0,7:POKEA1,192:POKES1,250
26 FORBB=155TO100STEP-1:POKEF1+1,BB:POKE
W1,17
27 FORDD=1TO10:NEXTDD,BB:POKEV0,15:POKEF
1+1,15:POKEW1,128
28 REM SHUDDER
29 O1=53265:O2=53270:O3=PEEK(O1):O4=PEEK
(O2):FORO5=1TO20:O6=INT(RND(TI)*8)
30 POKEO1,(PEEK(O1)AND248)ORO6
31 POKEO2,(PEEK(O2)AND248)ORO6
32 FORO7=1TOO6*3:NEXTO7,O5:POKEO1,O3:POK
EO2,O4
33 REM MOVE GRUBS
34 FORBD=1TO40:IFX1<=39-XTHENZ=P1:CH=117
:GOSUB50:X1=X1+1:P1=P1+1
35 IFX2<=XTHENZ=P2:CH=115:GOSUB50:X2=X2+
1:P2=P2-1
36 IFY3<=YTHENZ=P3:CH=105:GOSUB50:Y3=Y3+
1:P3=P3-40
37 IFY4<=YANDX4<=XTHENZ=P4:CH=81:GOSUB50
:X4=X4+1:Y4=Y4+1:P4=P4-41
38 IFY5<=YANDX5<=39-XTHENZ=P5:CH=93:GOSU
B50:X5=X5+1:Y5=Y5+1:P5=P5-39
39 IFY6<=23-YANDX6<=39-XTHENZ=P6:CH=81:G
OSUB50:X6=X6+1:Y6=Y6+1:P6=P6+41
40 IFY7<=23-YANDX7<=XTHENZ=P7:CH=93:GOSU
B50:X7=X7+1:Y7=Y7+1:P7=P7+39
```

RUNS ON A COMMODORE 64

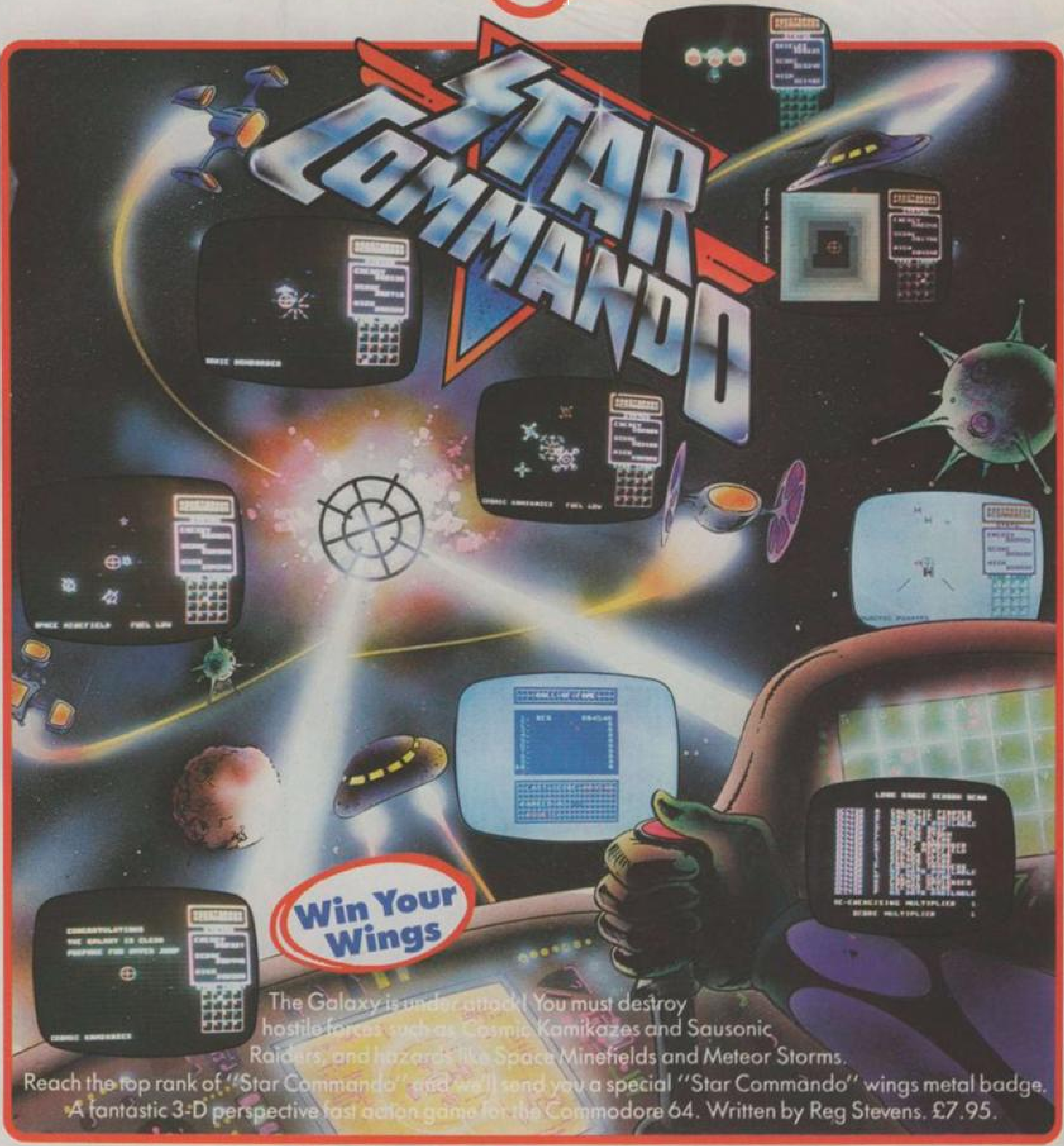
Illustration: Dorian Cross

```
41 IFY8<=23-YTHENZ=P8:CH=116:GOSUB50:Y8=
Y8+1:P8=P8+40
42 NEXTBD
43 GOTO16
44 REM CHANGE PLAYER
45 PL=1-PL:POKEV+32,2+PL
46 IFPL=0THENT=T1:P$="1":GOSUB48:RETURN
47 T=T2:P$="2":GOSUB48:RETURN
48 PRINT"█████████████████████████████PLAYE
R ";P$;"           █████████";T;:RETURN
49 REM CHECK FOR HITS
50 CT=PEEK(Z):TT=PEEK(Z+C):IFCT=EGTHENGO
TO53
51 POKEZ,CH:POKEZ+C,1:FORI=1TO50:NEXTI:P
OKEZ,CT:POKEZ+C,TT:RETURN
52 REM MUNCH NOISE
53 CA=CA+1:FORCM=1TO24:POKEF1+CM,0:NEXTC
M
```

```
54 POKEV0,15:POKEF1,200:POKEF1+1,EG:POKE
A1,15:POKEW1,129:POKEF1+1,15
55 POKEW1,128:FORI=40TO37STEP-1:POKEZ,I:
POKEZ+C,10:FORII=1TO20:NEXTII,I
56 POKEV0,0:IFPL=0THENT1=T1+100:T=T1:GOS
UB48:GOTO58
57 T2=T2+100:T=T2:GOSUB48
58 IFCA=QQTHEN60
59 POKEZ,BG:POKEZ+C,16:RETURN
60 IFT1=T2THENPRINT"██IT'S A DRAW! -";T1
;" POINTS EACH!":GOTO65
61 IFT1>T2THENWI$="1":LO$="2":WS=T1:LS=T
2:GOTO63
62 WI$="2":LO$="1":WS=T2:LS=T1
63 PRINT"██THE WINNER OF THIS GAME IS PL
AYER ";WI$;" WITH ";WS;" POINTS"
64 PRINT"█THE LOSER IS PLAYER ";LO$;" WI
TH ";LS;" POINTS"
65 PRINT"█████DO YOU WANT ANOTHER GAME?
Y/N "
66 GETMG$:IFMG$=""THEN66
67 IFMG$<>"N"ANDMG$<>"Y"THEN66
68 IFMG$="N"THENEND
69 CLR:GOTO72
70 REM SET UP
71 PRINT"██PLEASE WAIT-LOADING GRAPHICS"
:GOSUB134
72 PL=INT(RND(0)*2)+1:IFPL=2THENPL=1:P$=
"2":GOTO74
73 PL=0:P$="1"
74 X=20:Y=10:S=1024:POKES+X+Y,81:POKES+X
+Y+C,1:J=56320:O=960:T1=0:T2=0
75 PRINT"DO YOU WANT INSTRUCTIONS?"
76 GETIR$:IFIR$<>"Y"ANDIR$<>"N"THEN76
77 IFIR$="Y"THENGOSUB106
78 INPUT"██INPUT THINK TIME IN SECONDS 1
0-60";L
79 IFL<10ORL>60THEN78
80 L=L*60
81 INPUT"██INPUT NO.OF CABBAGES 30-300";
QQ
82 IFQQ<30ORQQ>300THEN81
83 F1=54272:A1=F1+5:F3=F1+14:V0=F1+24:W1
=F1-4:S1=F1+6:BG=64:CA=0:EC=0:T=0
84 POKE53265,11
85 NO=126:NE=118:EA=119:SE=117:SO=125:SW
=121:WE=123:NW=122:FI=111
86 V=53248:C=54272:POKEV+24,27:POKEV+34,
0:POKEV+35,1:POKEV+32,2+PL:POKEV+33,8
87 POKEV+22,PEEK(V+22)OR16:EG=40
88 POKE2040,192:POKEV+37,6:POKEV+39,1:PO
KEV+21,1
89 POKEV+28,1:POKEV+37,0:POKEV+38,14
90 G1$="█♠──▔─│╱╲┌┐└▔╲│♠─▔─♠╲┬▔─╲╲│─♠─│
─╱♠─▔┘┌╲"
91 G2$="█┌│─♠─╱│╲╲┌┐└─│♠│─┘└┬╲│╲▔─♠││─┐
─╱♠─▔┘┌╲"
91 G2$="█┌│─♠─╱│╲╲┌┐└─│♠│─┘└┬╲│╲▔─♠││─┐
╱──╱▔♠┘─▔"
```

BY PAUL JAY

TERMINAL SOFTWARE



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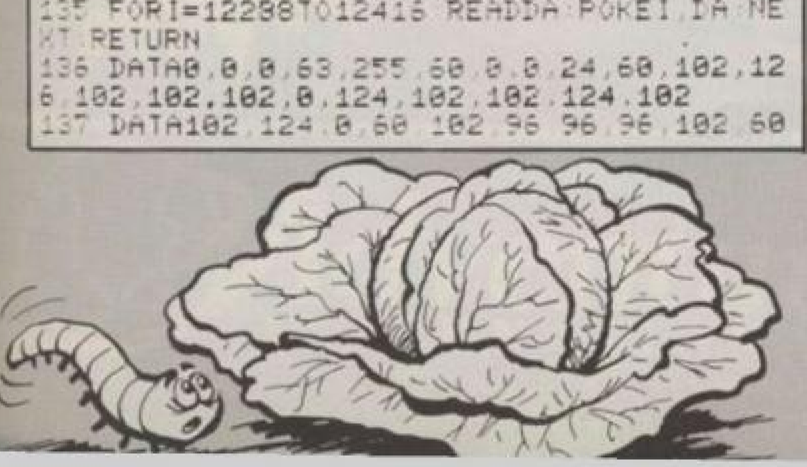
```
92 G3$="▚╯╮┌¯¯╱│♠─¯┬╯ ╲¯╲│╱│─¯┎♠─¯│╮
╱♠╱┬│──│"
93 G4$="▚♠┌─╲╱♠│─┬¯│╱│└ ╲╲│╱─┐♠│¯─╲─┐
│└│╱¯─♠─"
94 ZZ=0:PRINT"▙":FORI=1TO24
95 XX=INT(RND(0)*4)+1:ONXXGOTO96,97,98,9
9
96 PRINTG1$;:GOTO100
97 PRINTG2$;:GOTO100
98 PRINTG3$;:GOTO100
99 PRINTG4$;:GOTO100
100 NEXT:GOSUB48
101 PRINT"██████████████████████████████
████████████████████████████ :;(=)";
102 XX=INT(RND(1)*Q)+1023
103 IFPEEK(XX)<>EGTHENPOKEXX,EG:POKEXX+C
,13:EC=EC+1
104 IFEC<>QQTHEN102
105 POKE53265,27:GOTO3
106 PRINT"▙■      SPLATTER----BY----PAUL
JAY"
107 PRINT"■   THE BUGS OF WALLAPOOPOO AR
E A MOST"
108 PRINT"   INTERWESTING CWEATURE! THE
FEMALE"
109 PRINT"  LAYS HER EGGS ON THE LEAVES
 OF THE"
110 PRINT"LAUREL TWEE.THIS IS A VEWY HAR
DY PLANT."
111 PRINT" IT HAS LEAVES IN CLUSTERS OF
EIGHT SO"
112 PRINT" THE BUG LAYS EGGS IN BATCHES
OF EIGHT."
113 PRINT"THE MALE COMES ALONG AND GWASP
S THE EGGS";
114 PRINT"   IN HIS STWONG MANDIBLES,AND
 CAWWYS"
115 PRINT"THEM TO A NEARBY CABBAGE FIELD
  WHERE HE";
116 PRINT"DWOPS THEM!"
117 PRINT"   THIS CWEATES HEAT AS THE EG
GS FALL"
118 PRINT"   AND ON HITTING THE GWOUND,T
HEY BUWY"
119 PRINT"   THEMSELVES.THE GWUBS HATCH
OUT AND"
120 PRINT"CWAWL OFF IN THE EIGHT DIRECTI
ONS OF THE";
121 PRINT"COMPASS.IF THEY SEE CABBAGE WO
OTS,THEY"
122 PRINT"  GWAB THEM AND PULL THEM UNDE
RGWOUND"
123 PRINT"     WHERE THEY CWUNCH THEM UP
!"
124 PRINT:PRINT"■THIS IS A GAME FOR TWO
PLAYERS."
125 PRINT"IN TURNS,YOU HAVE TO GUIDE THE
 BUG OVER"
126 PRINT"THE FIELD AND PLACE THE HEAD W
HERE YOU"
127 PRINT"  WANT THE EGGS TO FALL PRESS
THE FIRE"
128 PRINT"  BUTTON.DONT BE SLOW - YOU AR
E TIMED!"
129 PRINT"■           PRESS 'SPACE' TO STA
RT"
130 POKE198,0
131 GETYR$:IFYR$=""THEN131
132 RETURN
133 END
134 FORI=10240TO10888:READDA:POKEI,DA:NE
XT
135 FORI=12288TO12416:READDA:POKEI,DA:NE
XT:RETURN
136 DATA0,0,0,63,255,60,0,0,24,60,102,12
6,102,102,102,0,124,102,102,124,102
137 DATA102,124,0,60,102,96,96,96,102,60
,0,120,108,102,102,102,108,120,0
138 DATA126,96,96,120,96,96,126,0,126,96
,96,120,96,96,96,0,60,102,96,110
139 DATA102,102,60,0,102,102,102,126,102
,102,102,0,60,24,24,24,24,24,60,0
140 DATA30,12,12,12,12,108,56,0,102,108,
120,112,120,108,102,0,96,96,96,96
141 DATA96,96,126,0,99,119,127,107,99,99
,99,0,102,118,126,126,110,102,102
142 DATA0,60,102,102,102,102,102,60,0,12
4,102,102,124,96,96,96,0,60,102,102
143 DATA102,102,60,14,0,124,102,102,124,
120,108,102,0,60,102,96,60,6,102
144 DATA60,0,126,24,24,24,24,24,24,0,102
,102,102,102,102,102,60,0,102,102
145 DATA102,102,102,60,24,0,99,99,99,107
,127,119,99,0,102,102,60,24,60,102
146 DATA102,0,102,102,102,60,24,24,24,0,
126,6,12,24,48,96,126,0,60,48,48
147 DATA48,48,48,60,0,12,18,48,124,48,98
,252,0,60,12,12,12,12,12,60,0,0,24
148 DATA60,126,24,24,24,24,0,16,48,127,1
27,48,16,0,0,0,0,0,0,0,0,24,24
149 DATA24,24,0,0,24,0,102,102,102,0,0,0
,0,0,56,214,214,214,214,218,154,40
150 DATA24,126,126,126,126,122,106,40,0,
0,0,4,4,0,0,0,0,32,36,36,36,4,0,0
151 DATA8,45,45,45,45,37,4,0,36,189,189,
189,189,181,117,20,48,24,12,12,12
152 DATA24,48,0,0,102,60,255,60,102,0,0,
0,24,24,126,24,24,0,0,0,0,0,0,0,24
153 DATA24,48,0,0,0,126,0,0,0,0,0,0,0,0,
0,24,24,0,0,3,6,12,24,48,96,0,60
154 DATA102,110,118,102,102,60,0,24,24,5
6,24,24,24,126,0,60,102,6,12,48,96
155 DATA126,0,60,102,6,28,6,102,60,0,6,1
4,30,102,127,6,6,0,126,96,124,6,6
156 DATA102,60,0,60,102,96,124,102,102,6
0,0,126,102,12,24,24,24,24,0,60,102
157 DATA102,60,102,102,60,0,60,102,102,6
2,6,102,60,0,224,144,147,228,132
158 DATA131,0,255,0,0,146,146,146,109,0,
255,67,64,64,66,66,151,0,255,252
159 DATA32,35,36,36,195,0,255,0,0,146,14
6,146,110,2,252,60,102,6,12,24,0
160 DATA24,0,36,189,189,189,189,181,117,
20,75,48,130,13,32,143,0,33,1,193
161 DATA14,3,243,16,4,19,0,96,72,112,34,
17,51,0,49,192,60,4,81,0,28,32,12
162 DATA66,51,96,12,4,34,1,64,27,137,76,
8,16,68,56,1,136,132,0,0,17,0,80
163 DATA2,132,16,16,36,0,64,18,0,228,1,1
76,0,8,48,131,192,0,238,16,81,92
164 DATA24,64,32,194,16,99,3,192,17,50,3
,64,12,208,4,124,3,192,50,193,36
165 DATA17,64,28,140,65,0,51,128,12,7,16
,32,12,131,64,44,24,4,205,192,32
166 DATA2,200,35,128,60,204,32,1,64
167 DATA5,0,80,4,85,16,0,109,0,1,175,64,
1,175,64,1,191,64,0,125,0,0,20,0
168 DATA20,20,20,105,85,105,170,109,170,
149,109,86,170,109,170,105,20,105
169 DATA20,85,20,1,20,64,4,20,80,16,85,4
,65,20,65,4,20,16,16,20,4,32,0,0
170 DATA0,21,85,84,16,109,4,1,175,64,1,1
75,64,1,191,64,0,125,0,0,20,0,1,20
171 DATA64,6,85,144,6,153,144,6,153,144,
6,153,144,6,85,144,1,85,64,1,20,64
172 DATA5,20,80,4,85,16,1,20,64,4,20,16,
4,20,16,45,159
```



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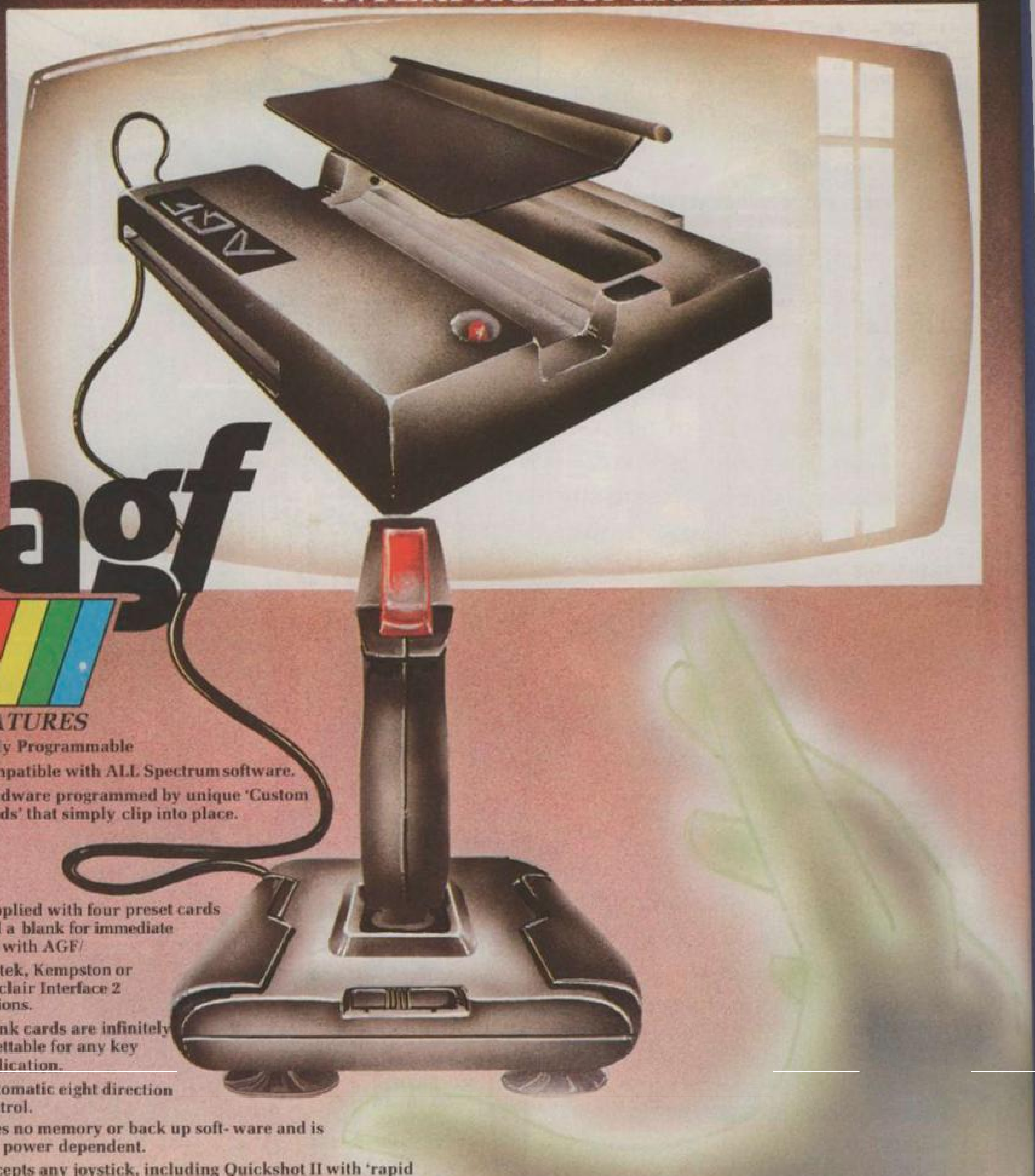

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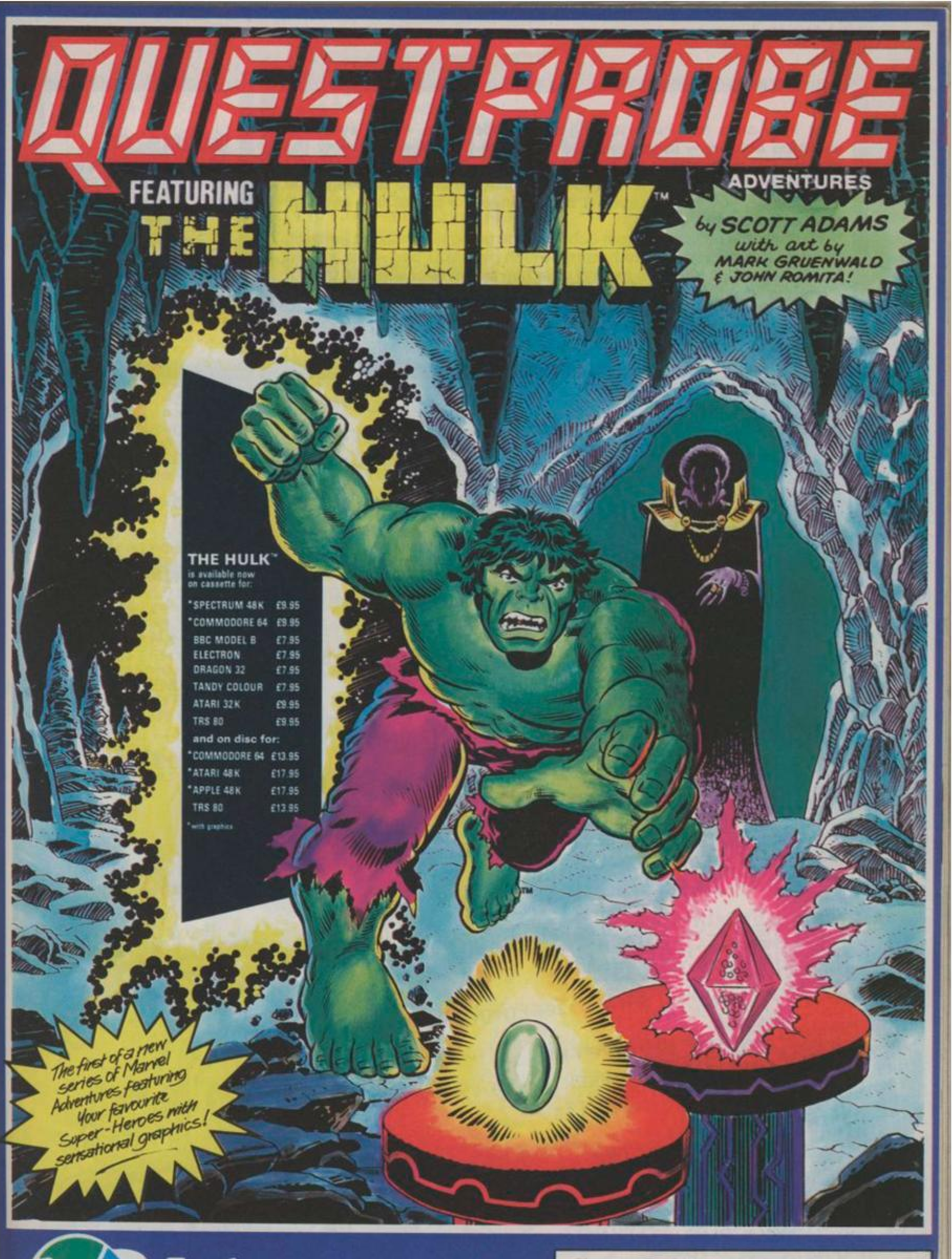
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*Marvel Comics Group 1984.
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This little chap has been turning the arcades blue – and pyramids assorted colours – in the arcades for some time now. But now the cursing Q*bert has been cleaned up for the Sharp MZ-80K by enterprising games author, Steven Burrows. Just like the arcade games of the same name, you have to help Q*bert change the colour of a pyramid built out of cubes.

He does this by leaping from cube to cube using his amazing jumping powers. However, there are hazards which plague Q*bert – like a giant beach ball which bounces around after him and in later screens there's Coily the snake to contend with. Also the ball speeds up as you get better at the game and conquer more pyramids.

You get three lives to begin with and an extra life every two pyramids.

VARIABLES

SC= player's score
HS= high score
A = Q*bert's position
H = player's current position

A1= position of beachball
A2= Coily's position

```
1  TEMPO7:PRINT"E":GOSUB94
2  USR(3494):POKEA,B:GETA$:POKE17828,0
3  IFA$="A"THENK=C:GOTO12
4  IFA$="Q"THENK=-121:GOTO12
5  IFA$="C"THENK=121:GOTO12
6  IFA$="D"THENK=G:GOTO12
7  IFA$="W"THENK=F:GOTO12
8  IFA$="E"THENK=-37:GOTO12
9  IFA$="Z"THENK=37:GOTO12
10 IFA$="X"THENK=E:GOTO12
11 ONHGOTO21,21,30,30,46,46
12 USR(3494):POKEA,L:A=A+K
13 M=PEEK(A+40):L=PEEK(A):IF(L=15)+(L=223)THEN59
14 IF(M<>67)*(M<>208)THEN67
15 IFM=67THEN17
16 USR(3494):POKEA,B:GOTO11
17 SC=SC+1:POKEA+40,208:POKEA+39,216:POKEA+41,213:
   USR(3494):POKEA,B:MUSIC"C0"
18 N=N+1:IFN>48THEN82
19 IFSC>HSTHENHS=SC
20 PRINT"■■";SC;TAB(18);HS:GOTO11
21 O=O+1:IFO=QTHENO=0:GOTO23
22 GOTO2
23 POKEA1,P:A1=A1+42
24 IF(PEEK(A1+40)<>67)*(PEEK(A1+40)<>208)THEN27
```

```
25 IFA1=ATHEN59
26 P=PEEK(A1):POKEA1,15:GOTO2
27 A3=INT(RND(1)*6+1)
28 A1=53379+(A3*79):IFA1=ATHEN59
29 GOTO26
30 POKEA2,R:S=INT(RND(1)*4+1)
31 IFS=1THENT=-79:GOTO35
32 IFS=2THENT=42:GOTO35
33 IFS=3THENT=79:GOTO35
34 IFS=4THENT=-42
35 IF(FNA(A)<>67)*(FNA(A)<>208)THENT=0
36 A2=A2+T:R=PEEK(A2)
37 IFA2=ATHEN59
38 POKEA2,223:IFR=15THENR=113
39 POKEA1,P:A1=A1+42
40 IF(PEEK(A1+40)<>67)*(PEEK(A1+40)<>208)THEN44
41 P=PEEK(A1):IFA1=ATHEN59
42 POKEA1,15:IFP=223THENP=113
43 GOTO2
44 A3=INT(RND(1)*6+1)
45 A1=53379+(A3*79):GOTO42
46 O=O+1:IFO=QTHENO=0:GOTO48
47 GOTO2
48 POKEA2,R:POKEA4,V:S=INT(RND(1)*4+1)
49 IFS=1THENT=-79:U=42:GOTO53
50 IFS=2THENT=42:U=-79:GOTO53
51 IFS=3THENT=79:U=-42:GOTO53
52 IFS=4THENT=-42:U=79
53 IF(FNA(A)<>67)*(FNA(A)<>208)THENT=0
54 IF(FNB(B)<>67)*(FNB(B)<>208)THENU=0
55 A4=A4+U:A2=A2+T:V=PEEK(A4):
   R=PEEK(A2):IFR=223THENR=113
```

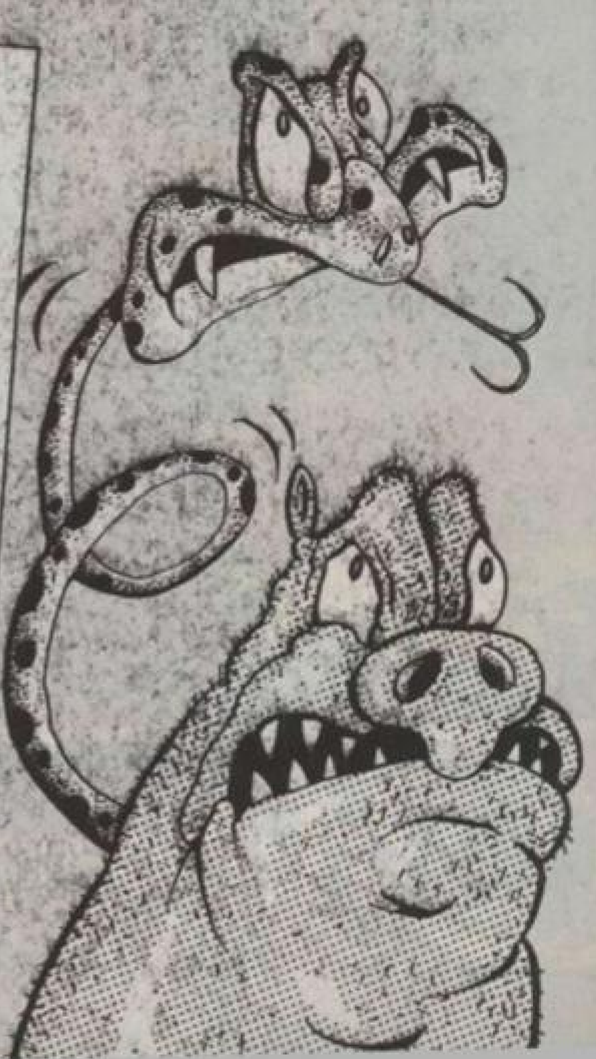


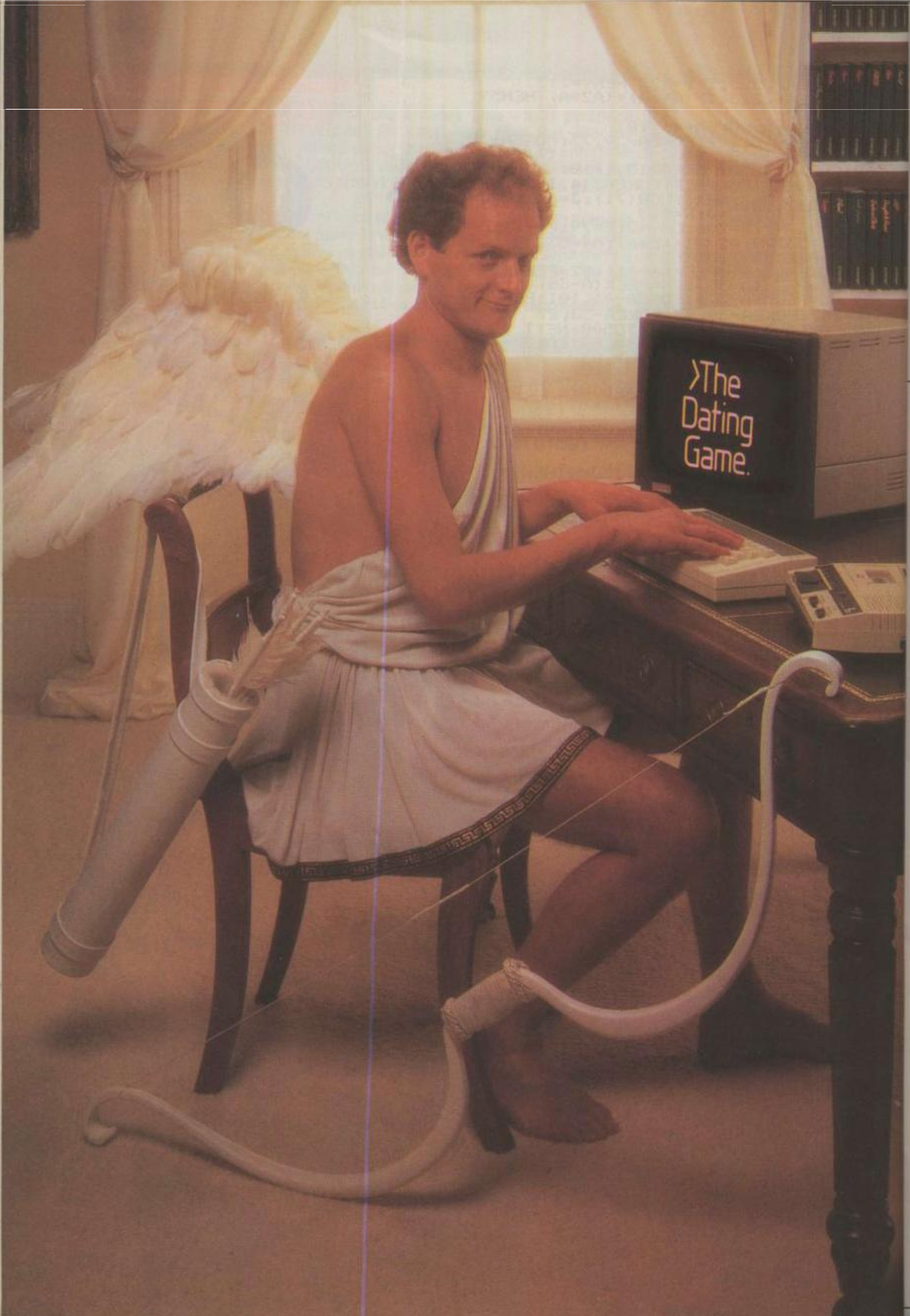
Illustration: Dorian Cross

Q*BERT

BY STEVEN BURROWS

RUNS ON A SHARP MZ-80K

```
56 POKEA2,223:IFV=223THENV=113
57 POKEA4,223:IF(A4=A)+(A2=A)THEN59
58 GOTO2
59 POKEA,B:POKEA-41,101
60 POKEA-40,107:POKEA-39,73:POKEA-38,27
61 POKEA-37,97:N=0
62 FORI=1TO50:POKE4513,I+10:
   USR(68):POKEA,B:POKE4514,I+20:USR(68)
63 POKEA,207:NEXT:USR(71):J=J-1:IFJ=0THEN90
64 GOSUB137:O=0:R=113
65 A=53747:B=206:C=-42:E=79:F=-79:G=42:
   A1=53379:A2=A1+(E*6):A4=53883:L=113
66 P=PEEK(A1):GOTO2
67 POKEA,B:B1=PEEK(A-41):B2=PEEK(A-40):
   B3=PEEK(A-39):B4=PEEK(A-38)
68 B5=PEEK(A-37):POKEA-41,101:POKEA-40,
   107:POKEA-39,73:POKEA-38,27
69 POKEA-37,97:FORI=1TO500:NEXT
70 POKEA-41,B1:POKEA-40,B2:POKEA-39,B3:
   POKEA-38,B4:POKEA-37,B5
71 N=0:POKE4514,5
72 POKEA,L:A=A+40:L=PEEK(A)
73 IFLTHENB=L:GOTO75
74 B=206:O=0
75 POKEA,B:POKE4513,A5:USR(68):A5=A5+5
76 IFA>54206THENMUSIC"R9":GOTO78
77 GOTO72
78 J=J-1:A5=0:USR(71):IFJ=0THEN90
79 GOSUB137:USR(71)
80 A=53747:B=206:C=-42:E=79:F=-79:
   G=42:A1=53379:A2=A1+(E*6):
   A4=53883:L=113
81 P=PEEK(A1):GOTO2
82 MUSIC"A1B1A1B1A1B1A1B1A1B1"
83 A=53747:B=206:C=-42:E=79:F=-79:
   G=42:A1=53379:A2=A1+(E*6):
   A4=53883:L=113
84 H=H+1:IFH>6THENH=1
85 Q=Q-1:O=0:IF(Q<3)*(H>4)THENQ=3
86 IFQ<0THENQ=0
87 SC=SC+28:GOSUB137:N=0
88 IFH/2=INT(H/2)THENIFJ<3
   THENJ=J+1:GOSUB143:GOSUB139:
   USR(62)
```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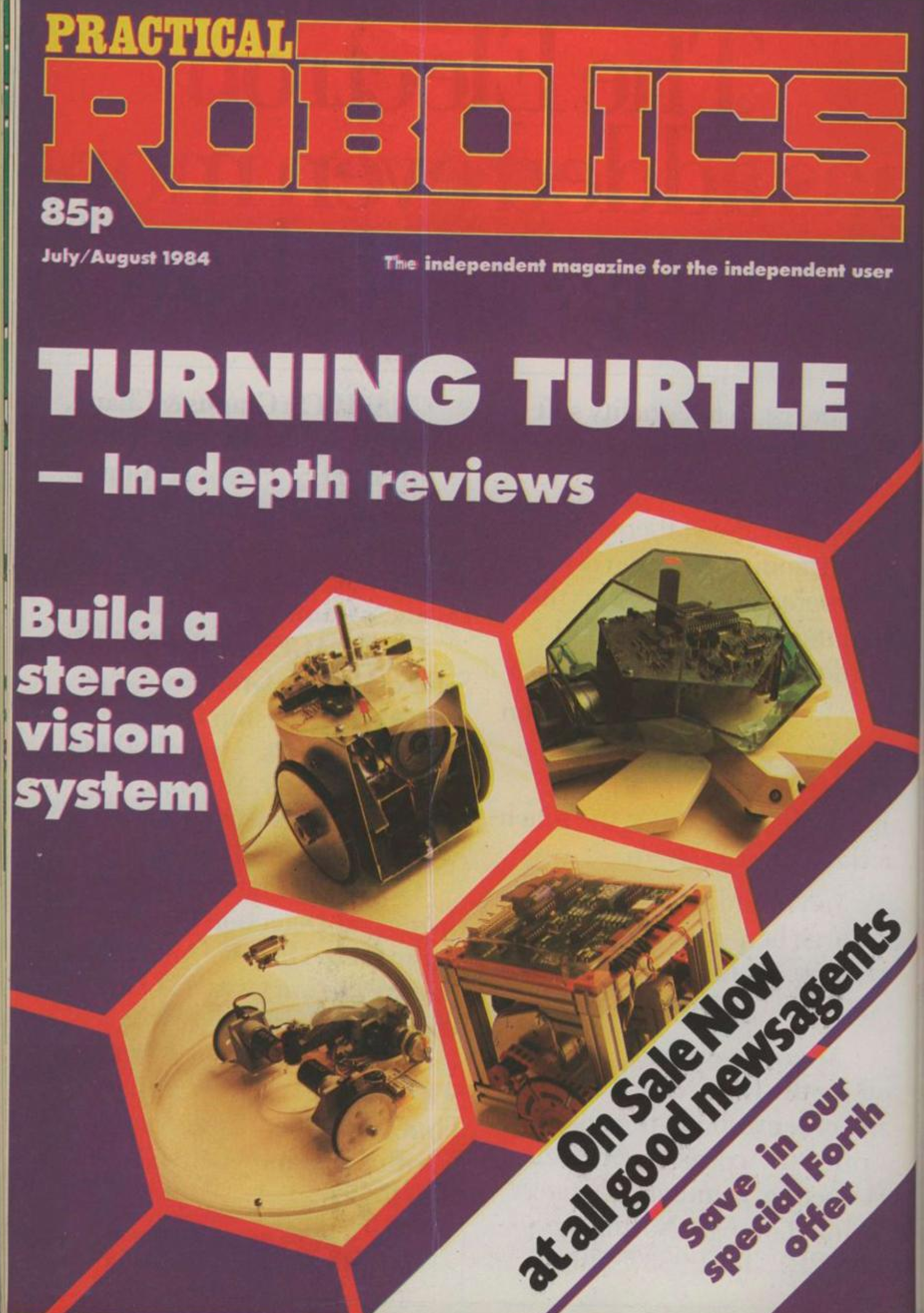

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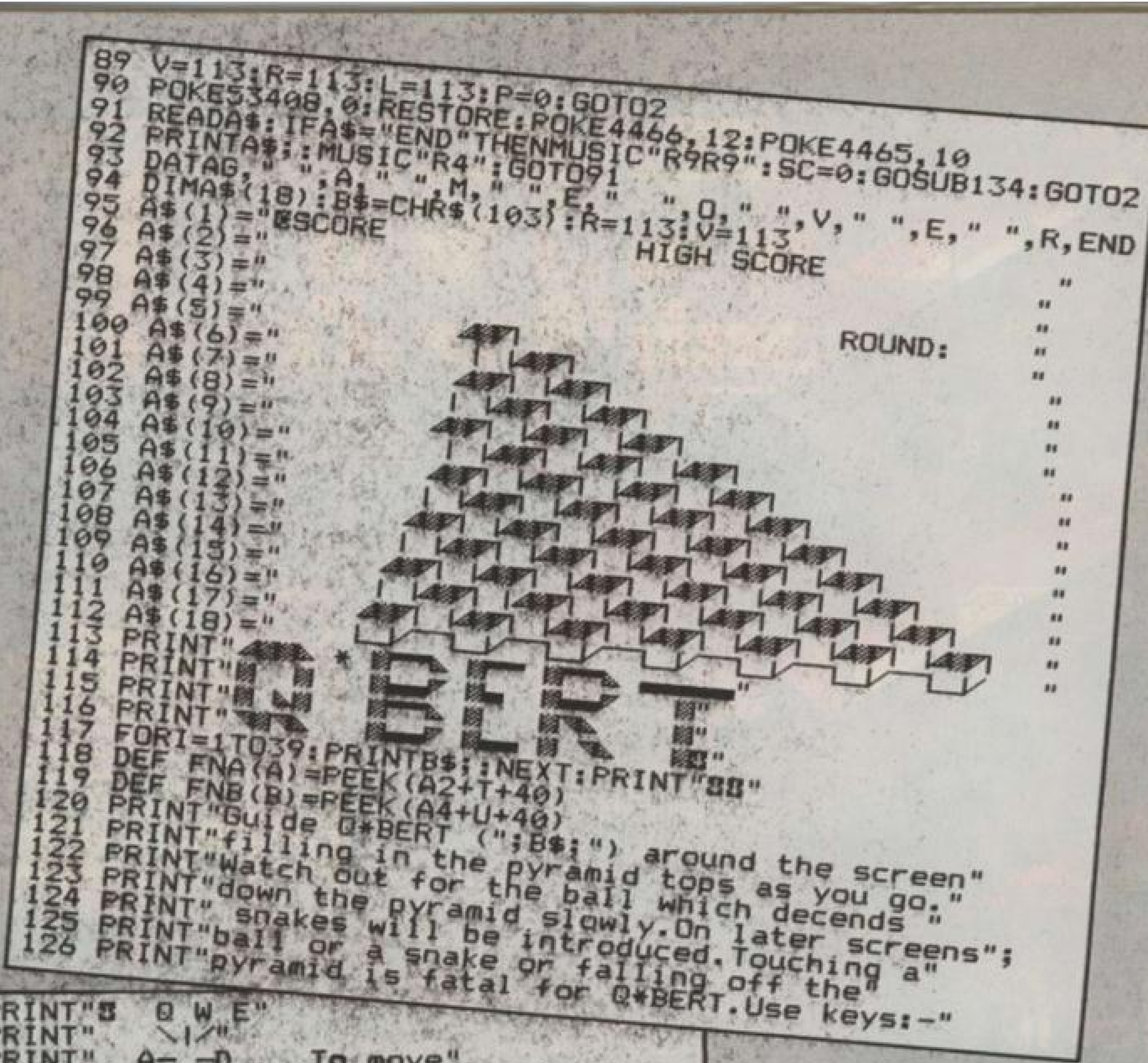

```
89 V=113:R=113:L=113:P=0:GOTO2
90 POKE53408,0:RESTORE:POKE4466,12:POKE4465,10
91 READA$:IFA$="END"THENMUSIC"R9R9":SC=0:GOSUB134:GOTO2
92 PRINTA$;:MUSIC"R4":GOTO91
93 DATAG," ",A," ",M," ",E," ",O," ",V," ",E," ",R,END
94 DIMA$(18):B$=CHR$(103):R=113:V=113
95 A$(1)="▒SCORE
96 A$(2)="                    HIGH SCORE
97 A$(3)="
98 A$(4)="                                      "
99 A$(5)="                                      "
100 A$(6)="                        ROUND:        "
101 A$(7)="                                      "
102 A$(8)="                                      "
103 A$(9)="                                      "
104 A$(10)="                                     "
105 A$(11)="                                     "
106 A$(12)="                                     "
107 A$(13)="                                     "
108 A$(14)="                                     "
109 A$(15)="                                     "
110 A$(16)="                                     "
111 A$(17)="                                     "
112 A$(18)="                                     "
113 PRINT"
114 PRINT"
115 PRINT"                       "
116 PRINT"                        "
117 FORI=1TO39:PRINTB$;:NEXT:PRINT"▒▒"
118 DEF FNA(A)=PEEK(A2+T+40)
119 DEF FNB(B)=PEEK(A4+U+40)
120 PRINT"Guide Q*BERT (";B$;") around the screen"
121 PRINT"filling in the pyramid tops as you go."
122 PRINT"Watch out for the ball which decends "
123 PRINT"down the pyramid slowly.On later screens";
124 PRINT" snakes will be introduced.Touching a"
125 PRINT"ball or a snake or falling off the"
126 PRINT"pyramid is fatal for Q*BERT.Use keys:-"
127 PRINT"▒  Q W E"
128 PRINT"    \|/"
129 PRINT"  A-   -D     To move"
130 PRINT"    /|\"
131 PRINT"   Z X C"
132 PRINT"▒▒▒▒▒▒▒▒▒Press any key to play"
133 GETA$:IFA$=""THEN133
134 A=53747:B=206:C=-42:E=79:F=-79:
    G=42:A1=53379:A2=A1+(E*6):A4=53883
135 Q=3:H=1:J=3:L=113:O=0:N=0
136 V=113:R=113:L=113:P=0
137 POKE59555,0:FORI=1TO18:PRINTA$
    (I);:NEXT:PRINT"▒▒";SC;TAB(18);HS
138 PRINT"▒";:POKE4466,3:POKE4465,
    36:PRINTH
139 IFJ>0THENPOKE53408,206
140 IFJ>1THENPOKE53409,206
141 IFJ>2THENPOKE53410,206
142 POKE59555,1:RETURN
143 F1=100:FORC1=1TO3:FORI=1TOF1:
    POKE4514,I:USR(68):NEXT:
    USR(71):F1=F1-25
144 NEXT:USR(71):RETURN
```

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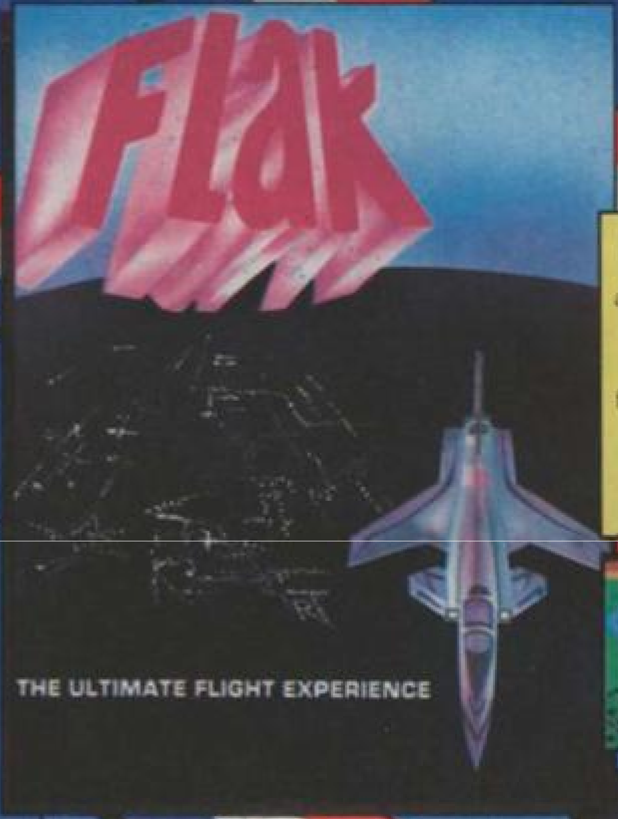

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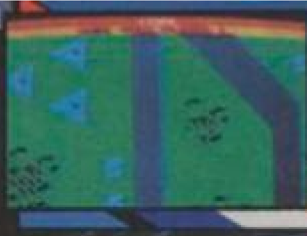

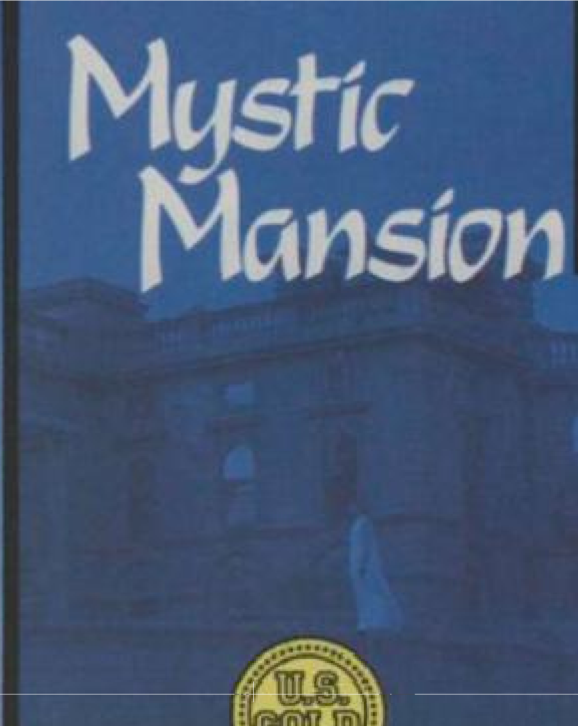

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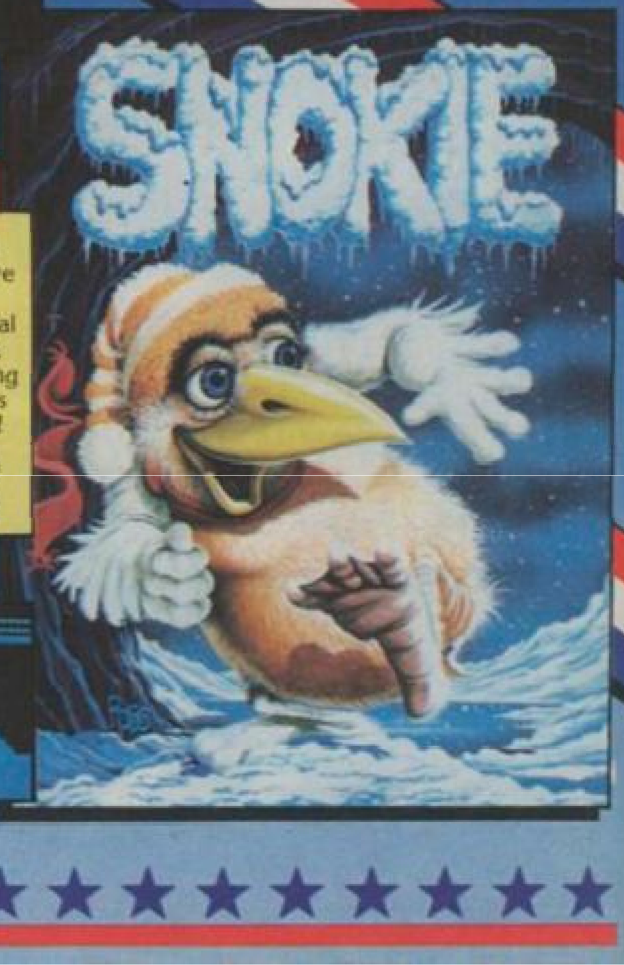

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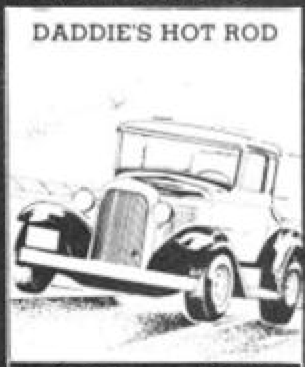

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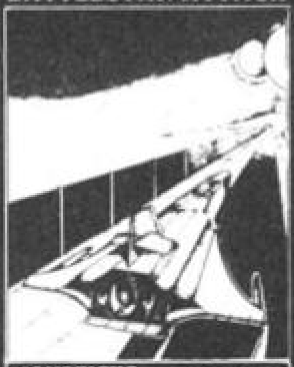

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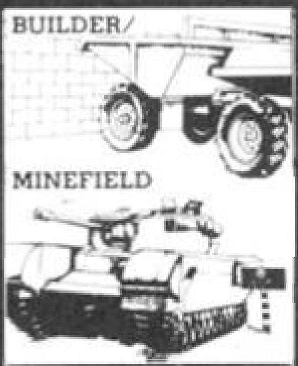

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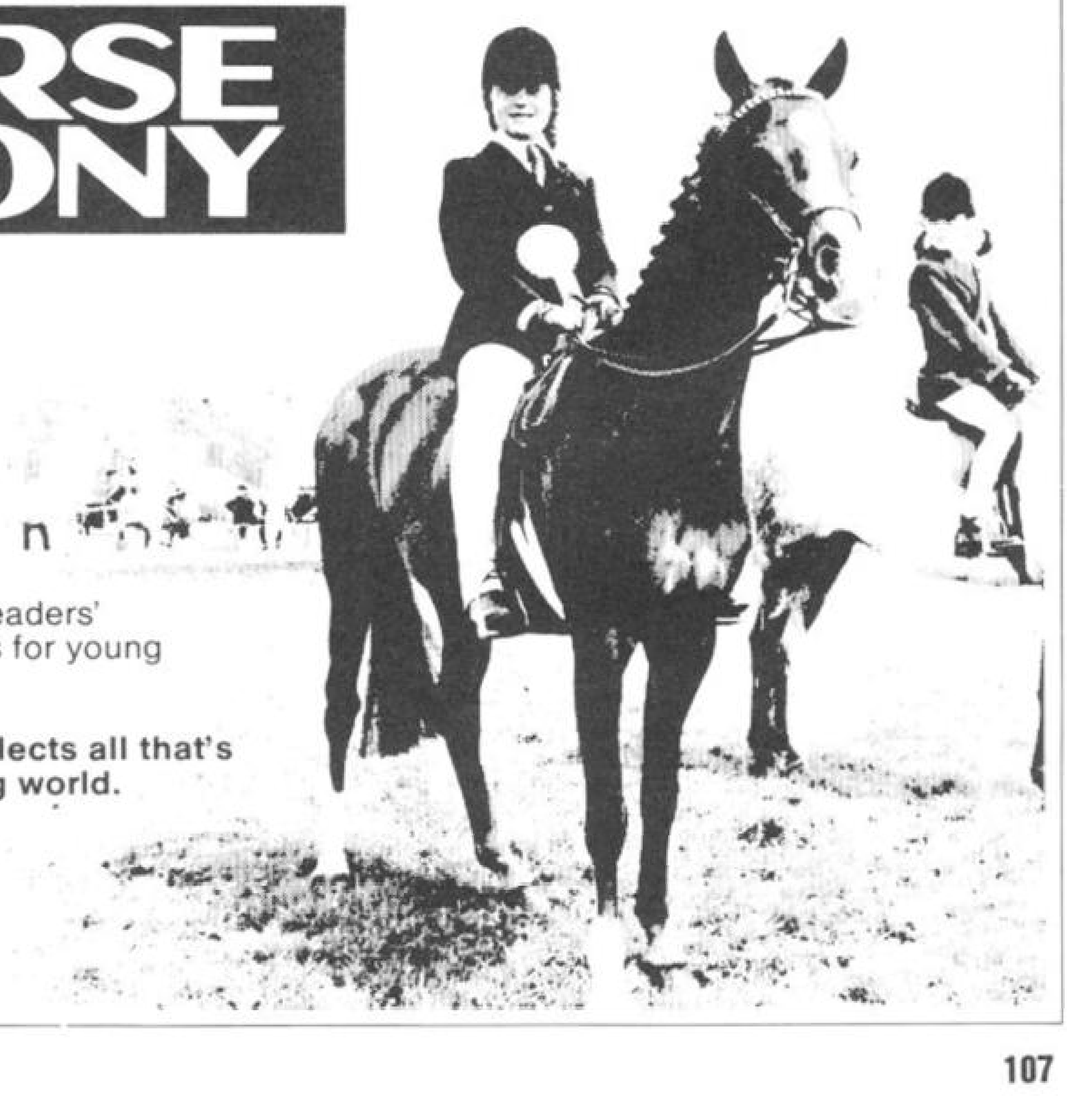
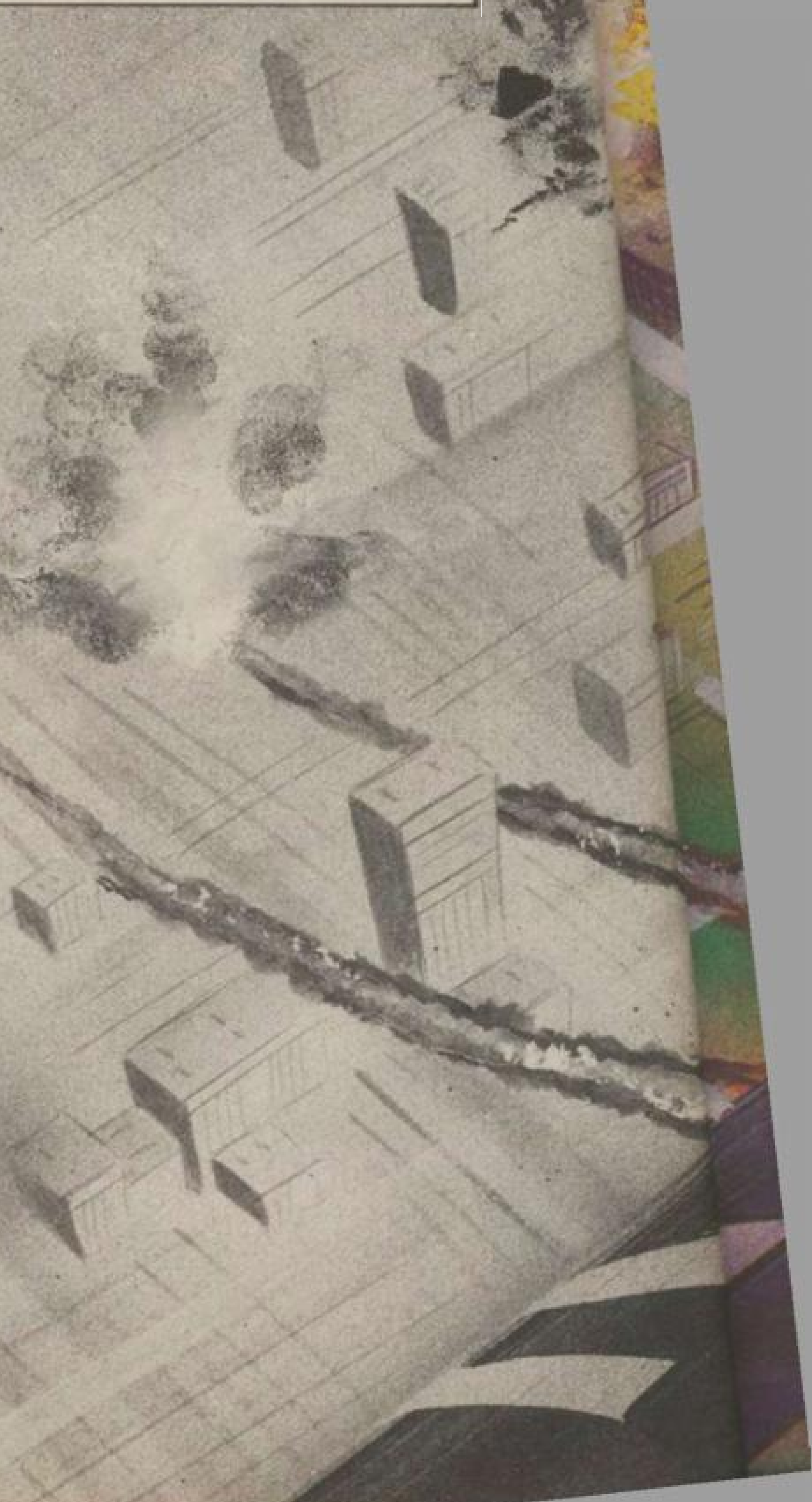


```
170 CALL SCREEN(9.
180 CALL CLEAR
190 READ OP$
200 FOR VB=1 TO 30
210 READ JH$.F
220 LET YU$=SEG$(OP$.1.R)
230 GOSUB 1740
240 NEXT VB
250 DATA "                    "."************".10."*DIVE BOMB*".10."************".10.""
.0."(C) 1983 J.L.TOLPUTT".5."".C
260 DATA "you are in a plane.diving".1."to the ground.you must".1."land your pla
ne without ".:
270 DATA "crashing into the city.".1."to aid you in doing this".1."you have an u
nlimited ".:
280 DATA "supply of bombs.".1."".0."PRESS 'B' TO DROP A BOMB".3."".0."you have 2
 lives,BUT ".:
290 DATA "BEWARE !.your 2nd life".1."starts half way down the".1."screen.".1."".
0."PRESS ANY KEY TO CONTINUE !".:
300 DATA "".0."if you manage to bomb".1
310 DATA "the whole city your plane".1."lands.a victory tune".1."sounds.and you
get rather".1."excited ??".1
320 DATA "".0."PRESS ANY KEY TO PLAY !!!".2
```

```
330 CALL KEY(0.K.S)
340 IF S=0 THEN 330
350 X=2^(1/12)
360 FOR A=1 TO 13
370 CALL SOUND(100.110*X^A.0)
380 NEXT A
390 KL=2
400 CALL CLEAR
410 CALL COLOR(1.9.1)
420 CALL COLOR(2.13.2)
430 CALL COLOR(10.14.2)
440 CALL CHAR(33."FF9999FFFF9999FF")
450 CALL CHAR(34."0018183C7E7EFFFF")
460 CALL CHAR(40."BOCOEOFEFF3C3C00")
470 CALL CHAR(104."0000183C3C18")
480 FOR N=3 TO 30
490 RANDOMIZE
500 LET A=INT(RND*15)+6
510 CALL VCHAR(A.N.33.24-A)
520 CALL HCHAR(A-1.N.34)
530 NEXT N
540 CALL SCREEN(8)
550 CALL COLOR(1.9.2)
560 LET X=1
570 LET Y=3
580 LET Q=1
590 LET W=3
600 LET FIR=2
610 LET LAS=17
620 CALL HCHAR(Q.W.40)
630 CALL HCHAR(X.Y.32)
640 LET W=W+1
650 IF W>32 THEN 760
660 CALL GCHAR(Q.W.GET)
670 IF GET<>32 THEN 1040
680 CALL HCHAR(Q.W.40)
690 CALL KEY(0.K.S)
700 IF (C=1)*(H=0)THEN 840
710 IF (C=1)*(H=1)THEN 1000
720 IF K=66 THEN 800
730 X=Q
740 Y=W
750 GOTO 630
760 LET Q=Q+1
770 LET W=1
780 IF Q>23 THEN 1340
790 GOTO 730
800 LET G=Q+1
810 LET C=1
```



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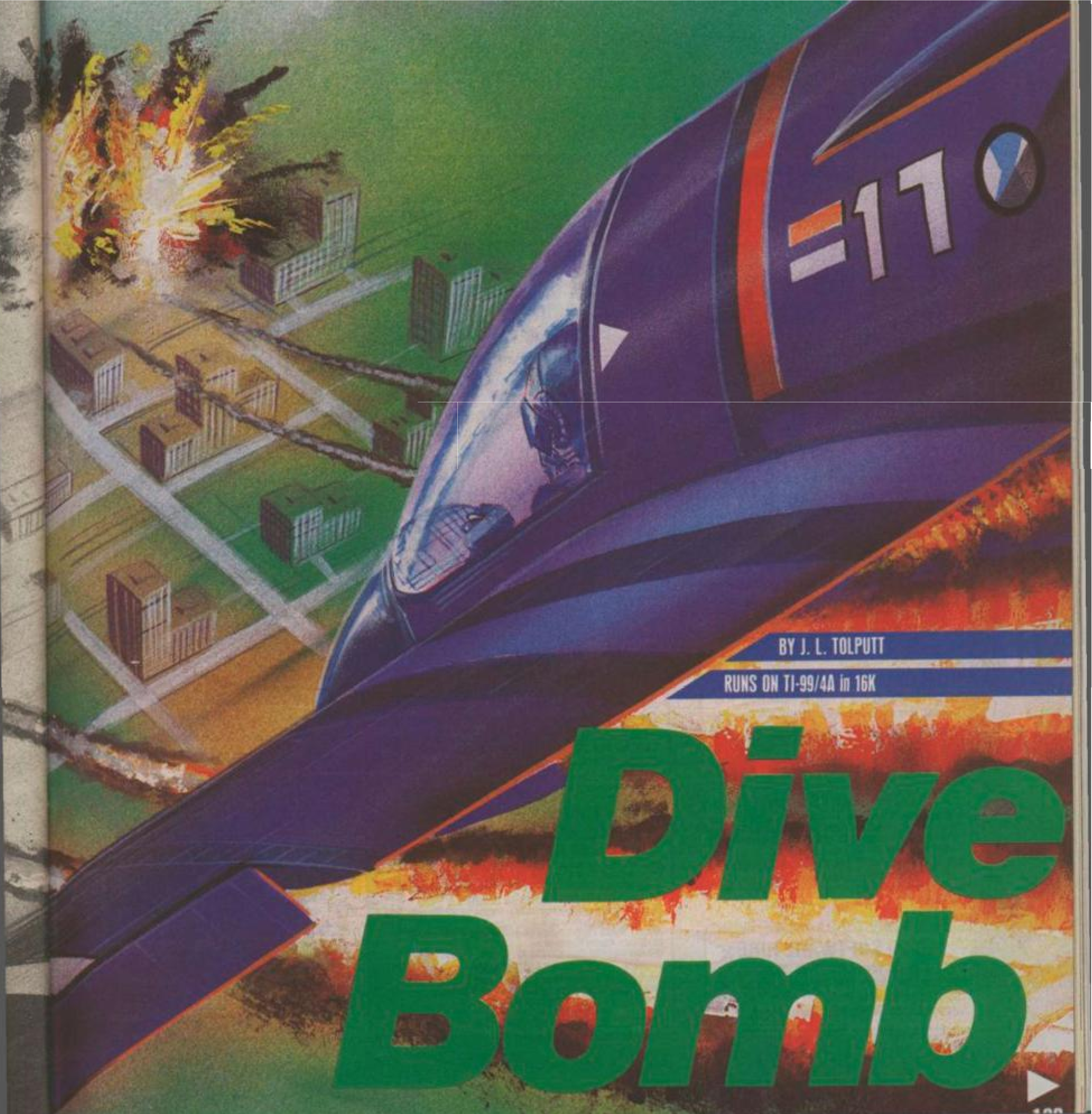

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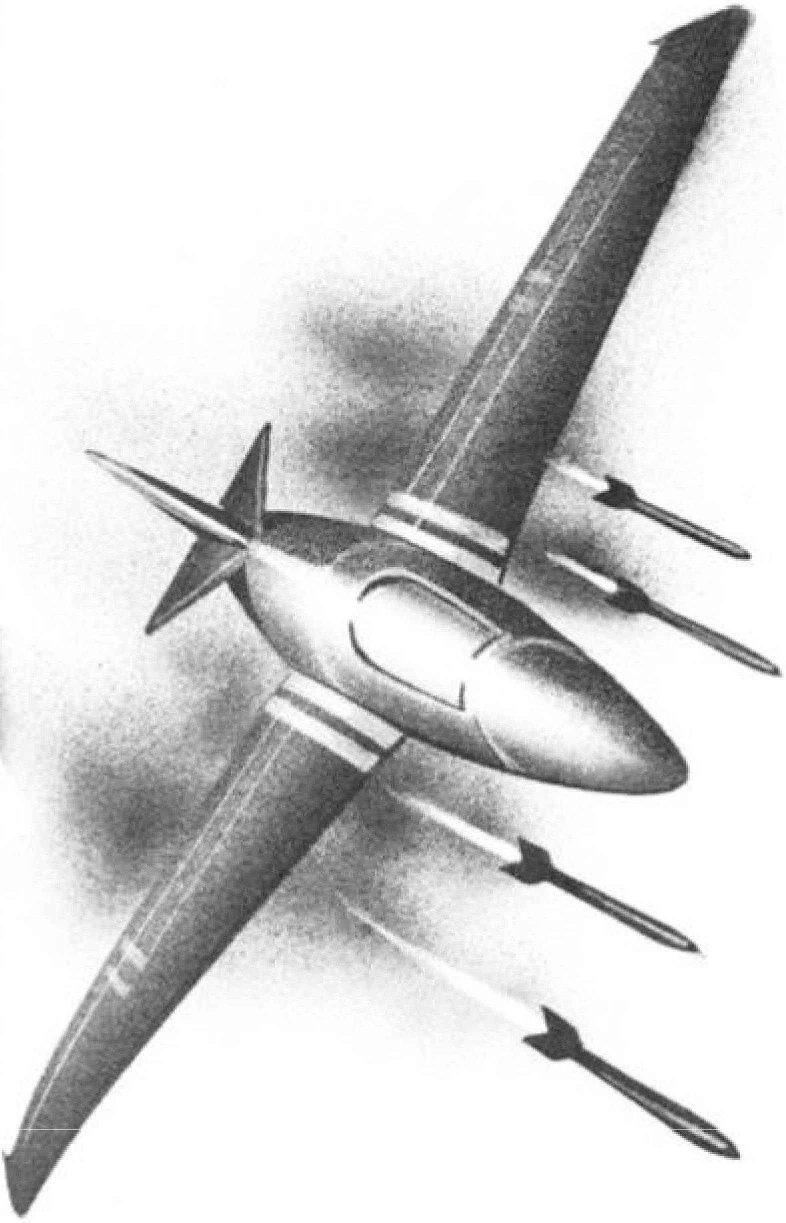

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820 LET U=Y+1
830 CALL SOUND(50.-3.0)
840 CALL HCHAR(G.U.104)
850 CALL HCHAR(G.U.32)
860 G=G+1
870 IF G>24 THEN 1010
880 CALL GCHAR(G.U.GET)
890 IF (GET=33)+(GET=34)THEN 910
900 GOTO 730
910 LET R=INT(RND*10)
920 FOR N=G TO G+R
930 LET SCORE=SCORE+90+R
940 IF N>23 THEN 1010
950 CALL HCHAR(N.U.104)
960 CALL HCHAR(N.U.32)
970 CALL SOUND(80.-5.0)
980 LET H=1
990 GOTO 730
1000 NEXT N
1010 LET C=0
1020 LET H=0
1030 GOTO 900
1040 REM  CRASHED
1050 CALL CHAR(41."8344218002212449")
1060 CALL COLOR(1.9.11)
1070 CALL COLOR(2.13.11)
1080 CALL HCHAR(Q,W,41)
1090 FOR C=0 TO 30
1100 CALL SOUND(100.-7.0)
1110 NEXT C
1120 IF KL>2 THEN 1180
1130 CALL HCHAR(Q.W,32)
1140 LET W=1
1150 LET Q=11
1160 KL=KL+1
```

```
1170 GOTO 1670
1180 PRINT
1190 IF TOP<SCORE THEN 1200 ELSE 1210
1200 LET TOP=SCORE
1210 PRINT "TOP SCORE: "&STR$(TOP)
1220 PRINT "YOUR SCORE:"&STR$(SCORE)
1230 INPUT "PLAY AGAIN Y:N ?":A$
1240 IF A$="N" THEN 1320
1250 SCORE=0
1260 C=0
1270 H=0
1280 G=0
1290 CALL CLEAR
1300 CALL SCREEN(9)
1310 GOTO 350
1320 CALL CLEAR
1330 STOP
1340 REM  FINISHED
1350 FOR J=FIR TO LAS
1360 X=Q
1370 W=J-1
1380 CALL HCHAR(X.W.32)
1390 CALL HCHAR(Q.J.40)
1400 FOR HJ=1 TO 50
1410 NEXT HJ
1420 NEXT J
1430 IF LAS=32 THEN 1650
1440 FOR N=1 TO 16
1450 READ A.B.C
1460 CALL SOUND(A.B.C)
1470 NEXT N
1480 DATA 900.392.15.800,294,10,200,392,
8,1000.494.0.500.494.30,900.494.15,800,5
87,10,200,494.8.1000,392.0
1490 DATA 300.494,0.300.392.0.300.494.0,
900,294.0.800.294.0.200.294.0.1000.294.0
1500 CALL CHAR(97,"1898FF3D3C3CE404")
1510 CALL CHAR(98,"1819FFBC3C3C2720")
1520 CALL CQLOR(9,16,2)
1530 FOR N=1 TO 20
1540 CALL HCHAR(Q.J-2.97)
1550 FOR Z=1 TO 40
1560 NEXT Z
1570 CALL HCHAR(Q.J-2,98)
1580 FOR Z=1 TO 40
1590 NEXT Z
1600 NEXT N
1610 CALL HCHAR(Q.J-2.32)
1620 LET FIR=17
1630 LET LAS=32
1640 GOTO 1340
1650 CALL CLEAR
1660 GOTO 1040
1670 CALL SCREEN(11)
1680 CALL COLOR(1.9.2)
1690 CALL COLOR(2.13.2)
1700 CALL COLOR(10.14.2)
1710 H=0
1720 C=0
1730 GOTO 730
1740 REM  PRINTING ROUTINE
1750 IF R=0 THEN 1790
1760 PRINT YU$:JH$
1770 IF SEG$(JH$.1.9)="PRESS ANY" THEN 1810
1780 RETURN
1790 PRINT
1800 RETURN
1810 CALL KEY(0.K.S)
1820 IF S=0 THEN 1810
1830 GOTO 1800
1840 END
```

STOP THE

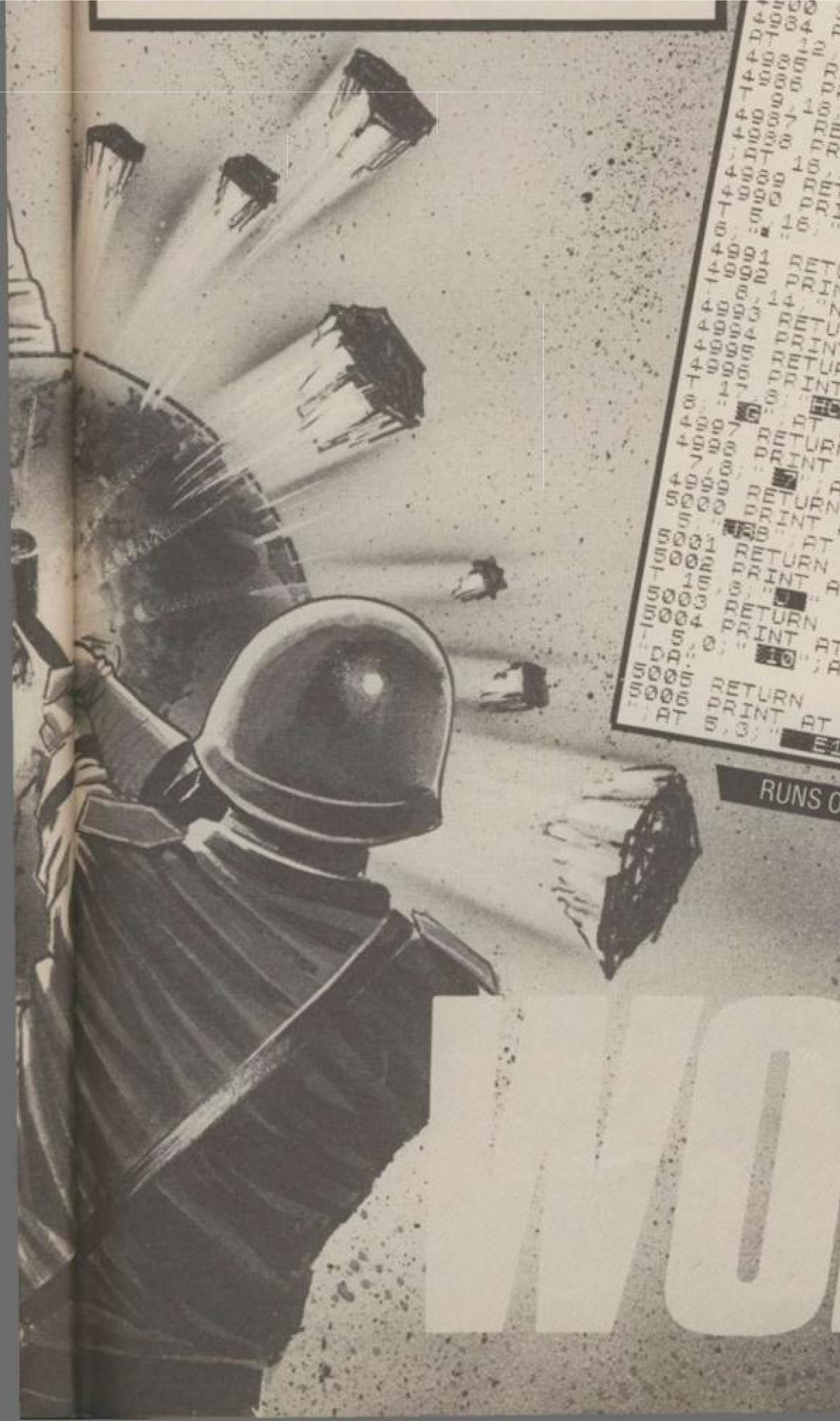
```
   1 GO SUB 7500
   2 BORDER 6: PAPER 5: CLS
   3 LET i=3
   4 LET y=16: LET v=15
  10 FOR f=144 TO 158
  15 FOR g=0 TO 7
  16 LET y=16: LET v=15
  20 READ b
  22 POKE USR CHR$ f+g,b
  25 NEXT g: NEXT f
  30 DATA 240,240,192,192,0,0,0,
0
  31 DATA 0,0,0,0,192,192,240,24
0
  32 DATA 0,0,0,0,3,3,15,15,15,1
5,3,3,0,0,0,0
  33 DATA 255,255,0,0,0,0,0,0,0,
0,0,0,0,0,255,255,63,63,63,63,63
,63,63,63,252,252,252,252,252,25
2,252,252
  34 DATA 0,0,3,3,15,15,63,63,0,
0,192,192,240,240,252,252,15,15,
3,3,192,192,240,240,1,3,7,15,15,
7,99,227,128,0,192,128,0,128,176
,240,239,239,207,3,15,28,0,0,224
,248,227,195,15,15,63,63
  40 PLOT 95,63
  42 DRAW 20,5
  43 PLOT 126,116: DRAW -35,15
  44 PLOT 87,127: DRAW -10,-10
  45 PLOT 207,48: DRAW -10,35
  46 PLOT 85,6: DRAW 160,0: DRAW
 0,18: DRAW -160,0: DRAW 0,-18
  47 PLOT 0,0: DRAW 255,0: DRAW
0,175: DRAW -255,0: DRAW 0,-175
  49 PRINT AT 19,12;"1  2  3  4
 5  6"
 400 GO SUB 3000
 500 PRINT AT 20,12; INK 0;"↑"
 505 IF INKEY$="0" THEN GO TO 57
0
 510 PRINT AT 20,12;" ";AT 20,15
;"↑"
 515 IF INKEY$="0" THEN GO TO 59
0
 520 PRINT AT 20,15;" ";AT 20,18
;"↑"
 525 IF INKEY$="0" THEN GO TO 61
0
 530 PRINT AT 20,18;" ";AT 20,21
;"↑"
 535 IF INKEY$="0" THEN GO TO 63
0
 540 PRINT AT 20,21;" ";AT 20,24
;"↑"
 545 IF INKEY$="0" THEN GO TO 65
0
 550 PRINT AT 20,24;" ";AT 20,27
;"↑"
 555 IF INKEY$="0" THEN GO TO 67
0
 560 PRINT AT 20,27;" ": GO TO 5
00
 570 LET a=1
 585 RETURN
```

WORLD

RUNS ON A SPECTRUM

BY GRAEME WILLIAMS

The two super powers are battling for world domination. And you can join in! Will you become ruler of the world? Or just an also-ran in the bid for ultimate power? Find out by playing this game for would-be dictators. This is a two player challenge based loosely on a well known board game. The players take it in turn to challenge for world domination by using the computer controlled "dice". If you get it right, you take over a country. Get it wrong and your opponent could get to run the shop! Full instructions are included in Graeme's listing – so get programming. You could soon be ruler of the entire world!



```
590 LET a=2
605 RETURN
610 LET a=3
625 RETURN
630 LET a=4
645 RETURN
650 LET a=5
665 RETURN
670 LET a=6
2999 RETURN
3000 FOR Z=2 TO 62 STEP 2
3002 LET i=i+1: IF i>4 THEN LET
i=3
3010 GO SUB 4982+Z
3015 BEEP .03,Z
3020 NEXT Z
3030 GO TO 6000
4800 RETURN
4900 STOP
4984 PRINT AT 11,21; INK i;"BO";
AT 12,21;"DC";AT 13,22;"A"
4985 RETURN
4986 PRINT AT 8,17; INK i;"██";A
T 9,18;"I";AT 10,18;"G"
4987 RETURN
4988 PRINT AT 15,16; INK i;"█C"
;AT 16,16;"H2 ";AT 17,17;"E"
4989 RETURN
4990 PRINT AT 4,17; INK i;"CB";A
T 5,16;"3C";AT 6,16;"A";AT 7,1
6;"█"
4991 RETURN
4992 PRINT AT 7,14; INK i;"LM";A
T 8,14;"NO█";AT 9,14;"███"
4993 RETURN
4994 PRINT AT 14,15; INK i;"G5█"
4995 RETURN
4996 PRINT AT 16,8; INK i;"H6";A
T 17,8;"HCA";AT 18,8;"█";AT 19,
8;"G";AT 20,8;"DA"
4997 RETURN
4998 PRINT AT 6,8; INK i;"CB";AT
 7,8;"7";AT 8,8;"AC"
4999 RETURN
5000 PRINT AT 11,5; INK i; PAPER
 5;"AB";AT 12,6;"EK"
5001 RETURN
5002 PRINT AT 14,7; INK i;"H9";A
T 15,6;"J"
5003 RETURN
5004 PRINT AT 4,0; INK i;"C█B";A
T 5,0;"10";AT 6,0;"C";AT 7,0;
"DA"
5005 RETURN
5006 PRINT AT 4,3; INK i;"CB C█B
";AT 5,3;"  E11A";AT 6,3;"     
A"
```

```
5007 RETURN
5008 PRINT AT 7,3; INK i;"█12";A
T 8,4;"██"
5009 RETURN
5010 PRINT AT 7,6; INK i;"█B";AT
 8,6;"█3"
5011 RETURN
5012 PRINT AT 9,4; INK i;"G██";A
T 10,4;" █14"
5013 RETURN
5014 PRINT AT 9,7; INK i;"█5";AT
 10,7;"██"
5015 RETURN
5016 PRINT AT 13,7; INK i;"D16D"
;AT 12,9;"F"
5017 RETURN
5018 PRINT AT 14,9; INK i;"█17";
AT 13,11;"B";AT 15,10;"█C";AT 16
,10;"C"
5019 RETURN
5020 PRINT AT 0,11; INK i;"F";AT
 1,9;"CA█D▄";AT 2,9;"F███C";AT 3
,10;"J██H";AT 4,11;"18H";AT 5,10
;"H█IA";AT 6,11;"F"
5021 RETURN
5022 PRINT AT 4,21; INK i;"▌";AT
 5,19;"EE█";AT 6,18;"██19";AT 7,
17;"██████";AT 8,19;"██"
5023 RETURN
5024 PRINT AT 10,14; INK i;"C▄";
AT 11,14;"A█";AT 12,14;"20█";AT
13,14;"▀E█"
5025 RETURN
5026 PRINT AT 10,16; INK i;"▄FG"
;AT 11,16;"█21"
5027 RETURN
5028 PRINT AT 12,17; INK i;"█22"
;AT 13,17;"██C"
5029 RETURN
5030 PRINT AT 9,19; INK i;"██";A
T 10,19;"23";AT 11,19;"█C";AT 12
,20;"A"
5031 RETURN
5032 PRINT AT 15,26; INK i;"I█J"
;AT 16,25;"██24G";AT 17,25;"D██F
"

5033 RETURN
5034 PRINT AT 8,21; INK i;"████";
AT 9,21;"██25█";AT 10,21;"████"
5035 RETURN
5036 PRINT AT 10,25; INK i;"█I";
AT 11,23;"█26G";AT 12,23;"D█A";A
T 13,24;"▪"
5037 RETURN
5038 PRINT AT 2,24; INK i;"CB";A
T 3,23;"I█D";AT 4,22;"E█27█D";AT
 5,22;"█████";AT 5,25;"███"
```

```
5039 RETURN
5040 PRINT AT 6,22; INK i;"████";
AT 7,22;"█28";AT 8,24;"█"
5041 RETURN
5042 PRINT AT 7,25; INK i;"████";
AT 8,25;"29H";AT 9,25;"█I"
5043 RETURN
5044 PRINT AT 4,28; INK i;"EF";A
T 5,28;"███D";AT 6,28;"█30C";AT
7,28;"IE▀"
5045 RETURN
6000 PRINT AT 1,15; INK 7; PAPER
 0;"MAGENTA'S MOVE"
6005 INPUT M
6010 LET i=3
6011 GO SUB 500
6012 LET d=INT (RND*6)+1
6015 IF a>d THEN GO SUB 4984+(M*
2): LET v=v+1: LET y=y-1: BEEP .
05,3
6025 IF v=31 THEN GO TO 7005
6030 PRINT AT 1,15; INK 7; PAPER
 0;"GREEN'S MOVE    "
6035 INPUT M
6040 LET i=4
6045 GO SUB 500
6050 LET d=INT (RND*6)+1
6055 IF a>d THEN GO SUB 4984+(M*
2): LET y=y+1: LET v=v-1: BEEP .
05,3
6057 IF y=31 THEN GO TO 7005
7000 GO TO 6000
7005 PRINT AT 2,0;"Magenta=";v
7006 PRINT AT 4,0;"Green=";y
7007 PRINT AT 20,0;"PRESS ANY KE
Y FOR A NEW GAME": PAUSE 0: CLS
: GO TO 2
7500 FOR a=25 TO 0 STEP -1: PRIN
T AT 1,a; INK 7; PAPER 0;"STOP
";AT 2,a;"THE     ";AT 3,a;"WORL
D "
7505 FOR c=0 TO 10
7510 NEXT c: BEEP .0,a: NEXT a
7517 PRINT AT 5,0;"  THE WORLD A
S WE KNOW IT HAS  BEEN DIVIDED
IN 2 BY 2 POWERFUL NATIONS . IN
THIS 2 PLAYER GAME YOU TAKE IT I
N TURN TO INVADE   COUNTRIES OF
YOUR OPPONENTS BY  ENTERING ITS
CODE NUMBER AND    THEN TRYING T
O BEAT A NUMBER    RANDOMLY CHOS
EN BY THE COMPUTER BY PRESSING K
EY _0_ TO STOP THE MOVING ARROW
AT THE BOTTOM OF   THE SCREEN ."
7520 PRINT AT 21,0;"PRESS ANY KE
Y TO CONTINUE": PAUSE 0: CLS : R
ETURN
```

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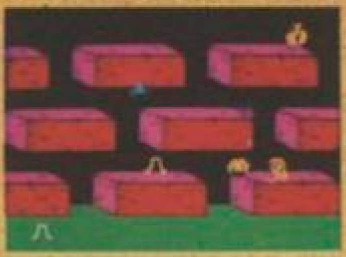

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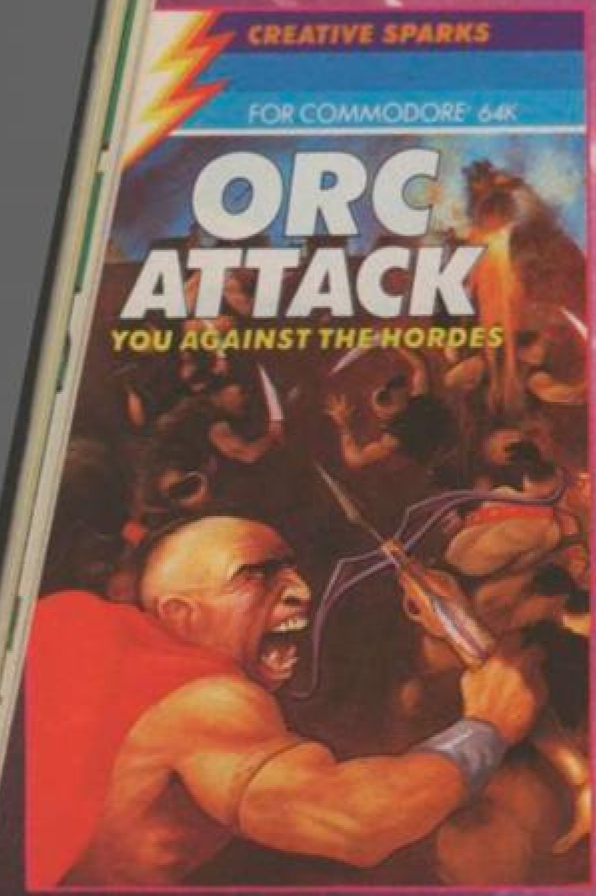
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It's really different. Broadsword and boiling oil against crossbows. Defend your castle against the rampaging hordes of attacking Orcs. Superb sound and graphics spread over four screens of exciting action.

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You're flying the world's deadliest aircraft, however it could appear that your Command Centre has just sent you on the world's deadliest mission.
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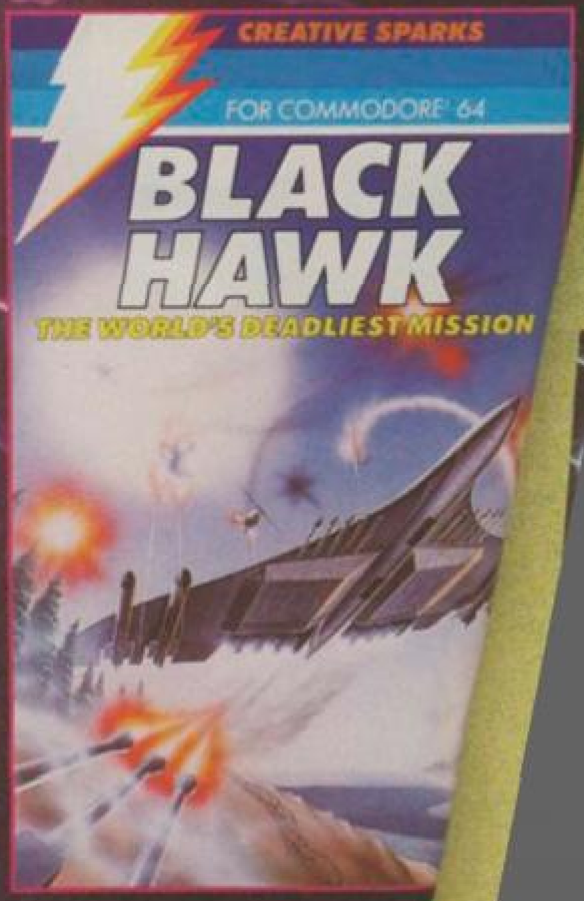
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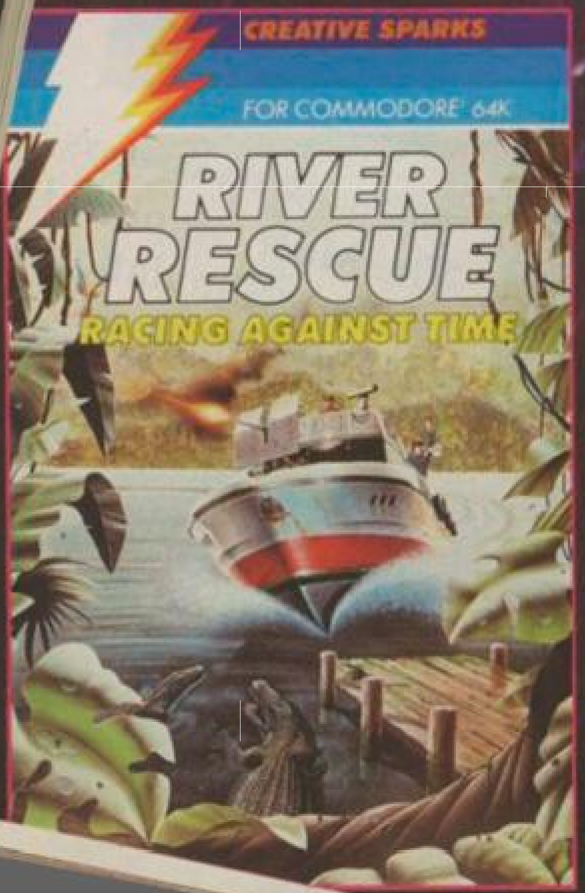
BLACK HAWK
THE WORLD'S DEADLIEST MISSION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RACING AGAINST TIME

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You don't have to read pages to get started. It's fast, easy to play, but by no means a pushover.
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He's lovable but greedy. He makes the sort of noise you'd expect as he sucks up various tasty snacks flying about his caves.
Help Slurpy stave off the pangs of hunger and avoid his enemies in this superb machine code game.

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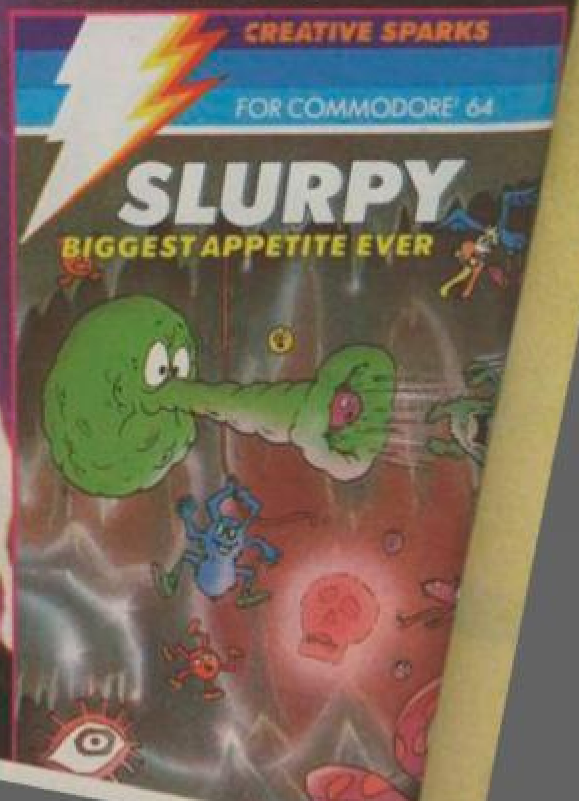
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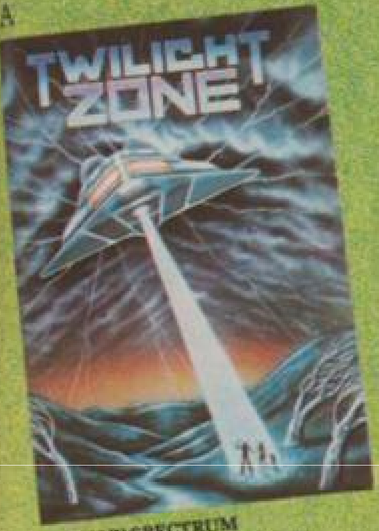

FOR ANY SPECTRUM
Twilight Zone by Nick Outram
You have now entered the Twilight Zone against your wishes. Your only thoughts are of escape but the powers that be have decreed that to be set free you must compete and win in the games. You have to reach the Ultima Zone. We wish you all the best, Earthling.

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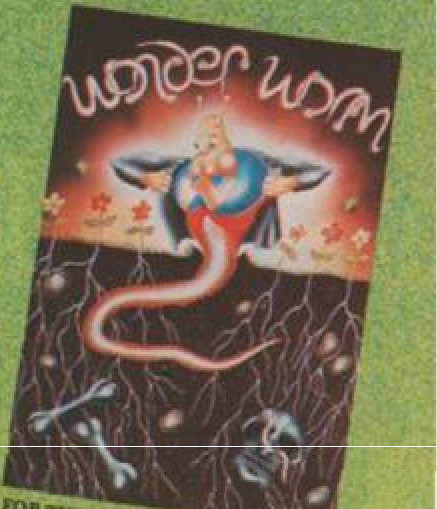
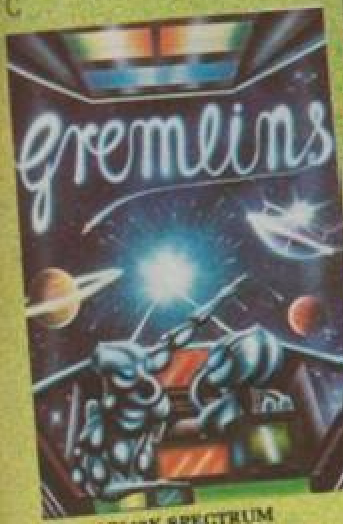


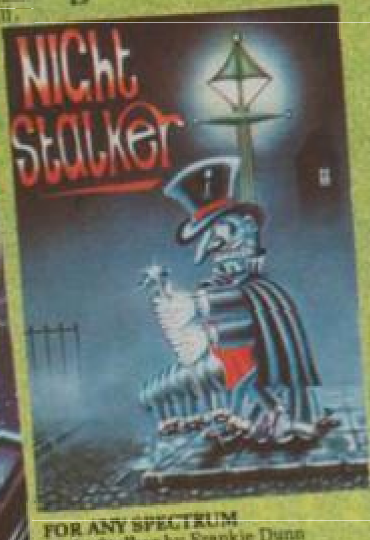
FOR THE BBC 'B'
Wonder Worm by Kevin Bramhill
Help Wally the worm turn into the mighty Wonder Worm by moving him around his garden eating the special pods as he goes. But beware not everything in Wally's Garden is friendly as you will soon find out.

C



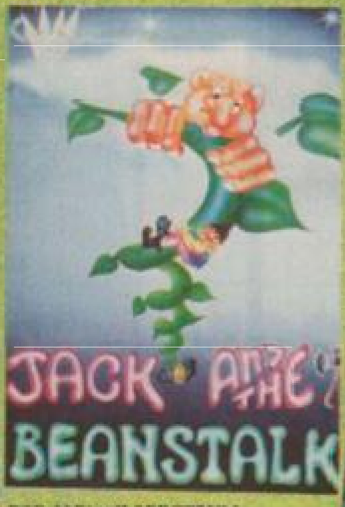
FOR ANY 48K SPECTRUM
Gremlins by Chris Kerry
Uranium has become the main fuel for Earth. Unfortunately Earth's supply of Uranium is dwindling fast. Jupiter has unlimited supplies of the precious metal, only one problem faces the intergalactic miner robots from earth: GREMLINS.

D



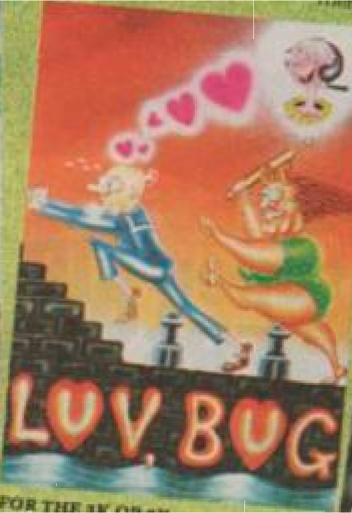
FOR ANY SPECTRUM
Night Stalker by Frankie Dunn
While working on a top secret experiment for the government, Professor Amron dropped some of his special formula onto the floor. Within minutes, the insects that were on the floor, became noticeably larger.
Your mission, to kill the insects before they can breed, but beware of the deadly Centipede.

E



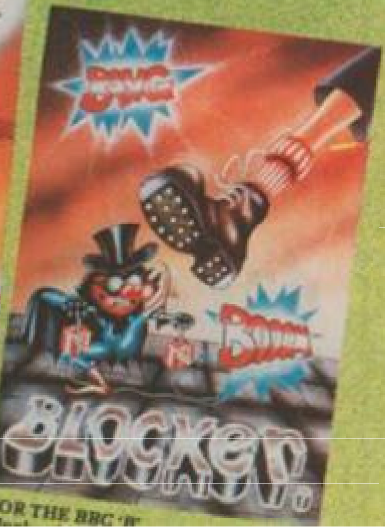
FOR ANY 48K SPECTRUM
Jack and the Beanstalk
by Chris Kerry
Will Jack get the riches from the Giant's castle without being stomped on. Will he climb the beanstalk without falling off: only you (and Jack) will know as you rush around looking frantically for the treasures you desire.

F



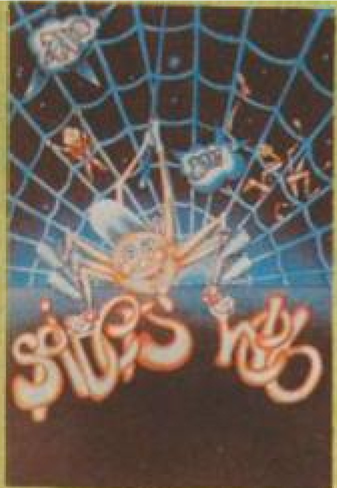
FOR THE 3K OR 8K EXPANDED VIC 20
Luv Bug by John Parker
Dudley is a bit of a *Romeo*, now try telling that to his girlfriend Bertha: she'll kill you. And that's what she intends to do to Dudley if she ever catches him. Linda is the new woman in Dudley's life and Dudley will need all your skill to help him avoid Bertha and still see Linda. Oh for the joys of Love!

G



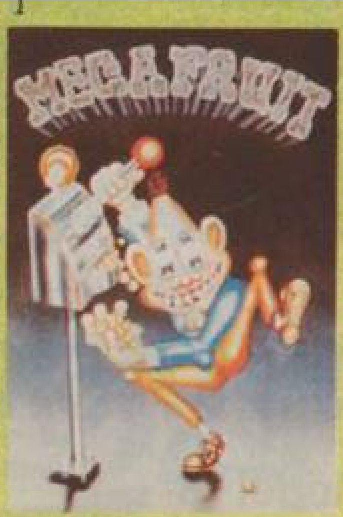
FOR THE BBC 'B'
Blocker by Martin Sykes
Poor Oswald is trapped inside a video game by the evil arch enemy the Bomber. His only chance of survival lies in your hands as you guide him around his ever decreasing grid.

H



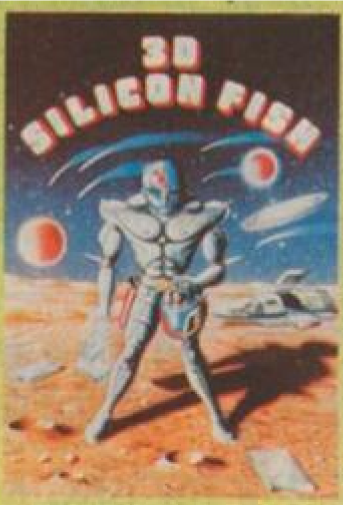
FOR ANY SPECTRUM
Spider's Web by Peter Milne
Micky is a greedy little spider. He traps lots of Flies and Wasps on his web and then stores them to eat later but it's tough for Micky, as the Flies bite back.

I



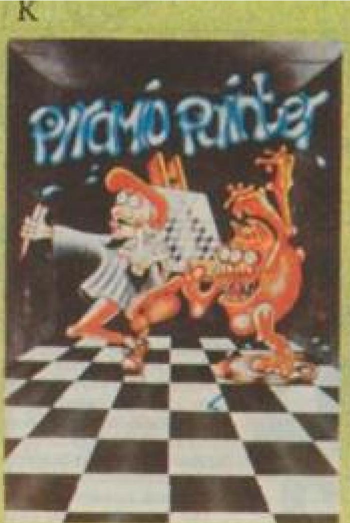
FOR ANY SPECTRUM
Mega Fruit by Bob Hitching
This is the ultimate fruit machine, with all the features of the real Arcade machines, such as Nudge, Hold, Gamble etc.

J1 **VIC 20** J2 **CBM 64**



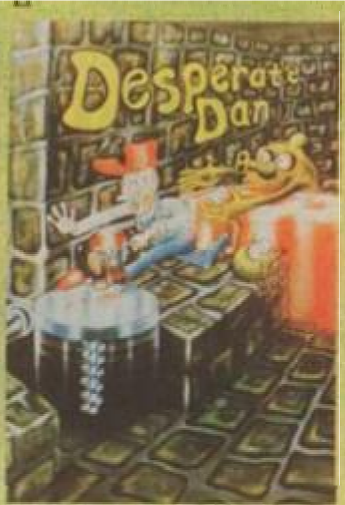
FOR THE UNEXPANDED VIC 20 and the CBM 64 (CBM with Adman Speech)
3D Silicon Fish by Chris Stamp
Sillo has to collect Silicon and return to Earth before the Krilyon destroys him. Will he make it and collect his reward? Only you can tell.

K



FOR THE BBC 'B'
Pyramid Painter by Chas Smith
Can you help Bert the painter finish off the pyramids before the balls or Thin Man finish him?

L



FOR THE BBC 'B'
Desperate Dan by Reiner Bjerkeli
Deep down in Dan's dungeon are the ghastly monsters, he keeps them at bay with liquid dartanium. This liquid is very sweet and is liked by several rodents. Dan is desperate for help to keep the creatures at bay. Can you help?

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Spectrum's own magazine from your local Spectrum dealer – NOW! All the info on the very latest in home micros and add-ons for your computer.

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BYTE DRIVE 500

Designed by a British team to give Oric owners a big increase in storage capacity, at an economical cost.

Byte Drive delivers a performance of 500K Bytes (440K Bytes formatted) from a double density disk drive. By dramatically lowering access times (3ms average) Byte Drive 500 allows far more ambitious projects. It'll support functions like W.P. & a range of business & scientific applications.

The Byte Drive 500 package includes: 3" F.D.D. Unit; Power Supply & Mains Cable; Hybrid Interface Cable; Master D.O.S. disk; 100-page manual

SPECTRUM PRICE **£192**

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Latest News

- For up-to-date news, information & offers from SPECTRUM - see PRESTEL page 600181 for details.

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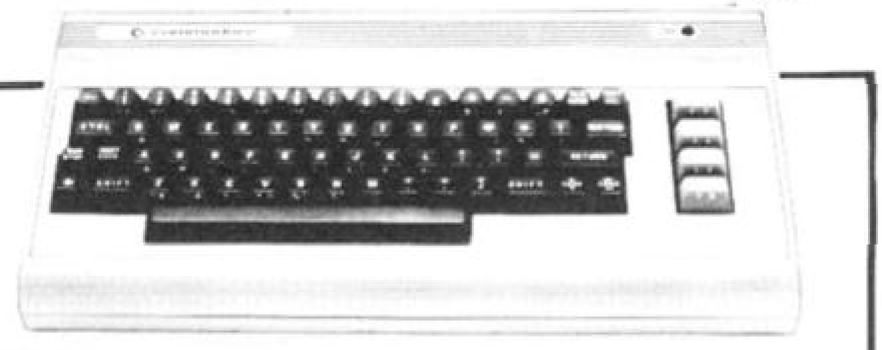
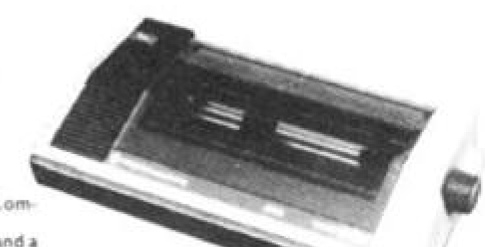


MPS-801 Printer



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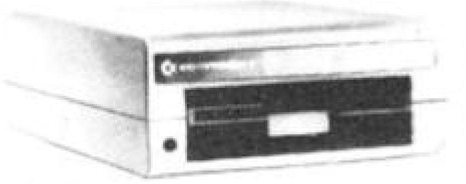

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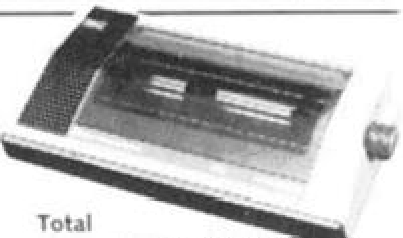

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Micro Dealer UK's

TOP 50

Britains No.1 Weekly Software Chart

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Mugsy	Melbourne House	Spectrum	**£6.95**
Beachead	Access	CBM 64	**£9.95**
Valhalla 64	Legend	CBM 64	**£14.95**
Tornado Low Level	Vortex	Spectrum	**£5.95**
Lords of Midnight	Beyond	Spectrum	**£9.95**
Hulk	Adventure International	Spectrum	**£9.95**
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Hulk	Adventure International	CBM 64	**£9.95**
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House of Usher	Anirog	CBM 64	**£6.95**
Son of Blagger	Alligata	CBM 64	**£7.95**
Loco	Alligata	CBM 64	**£7.95**
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Cavalon	Ocean	Spectrum	**£6.90**
Encounter	Novagen	CBM 64	**£8.95**
Spitfire	Alligata	BBC	**£8.95**
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Overdrive	Superior	BBC	**£7.95**
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Hulk	Adventure International	BBC	**£9.95**
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Flight Path 737	Anirog	CBM 64	**£7.95**
Where's my Bones	Interceptor	CBM 64	**£7.00**
Ad Astra	Gargoyle Games	Spectrum	**£5.95**
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Roland on the ropes
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Gems of Stradus
Chess
Laser Wrap
Haunted Hedges
Codename Matt
Xanagrams
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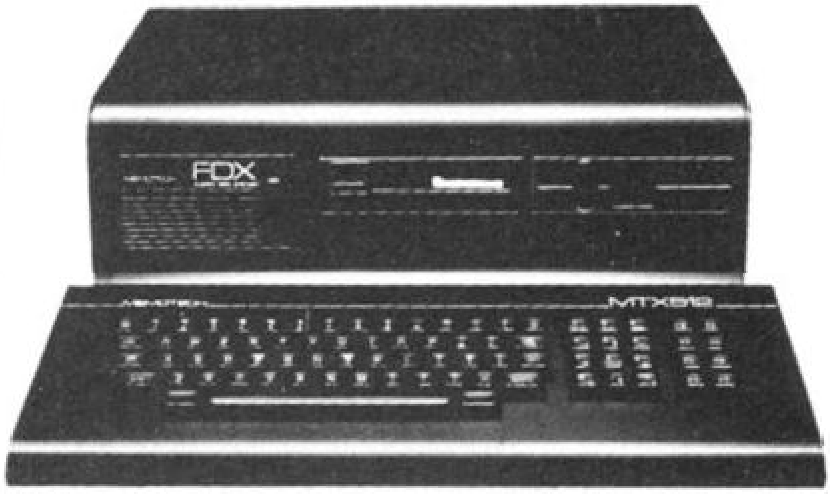
MTX Series



Memotech MTX 512
64K RAM

16 User definable Function Keys • 12 Key Numeric Pad • Z80A at 4MHz • 24K ROM containing MTX BASIC • MTX NODDY FRONT PANEL DISPAY • ASSEMBLER/DISASSEMBLER Video Display Processor with 16K video-RAM • 64K User RAM Twin RS232 Communications Board ROM Expansions: Node Systems • MTX PASCAL • MTX FORTH Eight User Definable Virtual Screens • Up to 32 SPRITES

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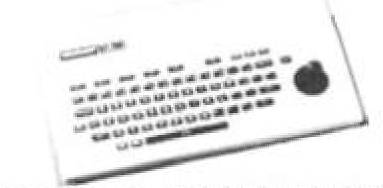

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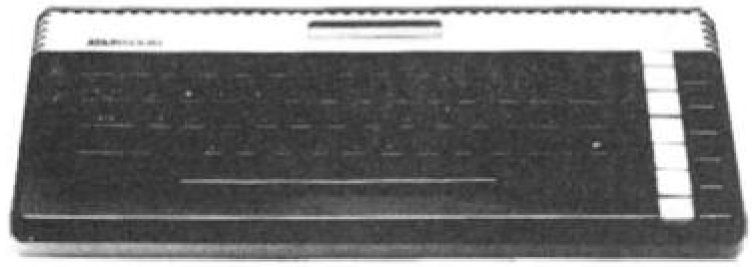

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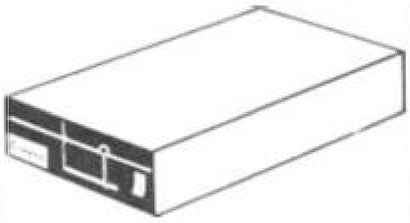

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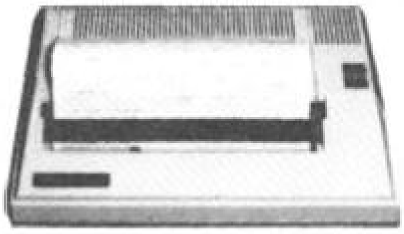

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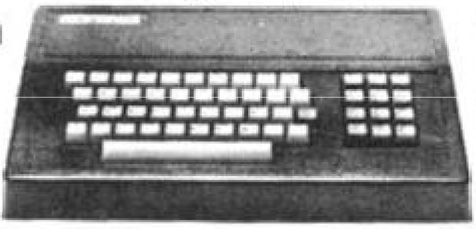

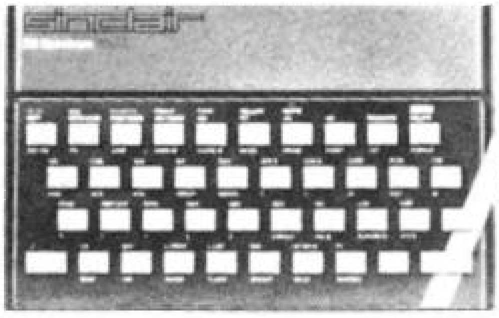

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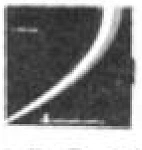

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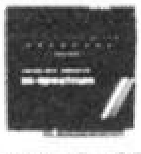

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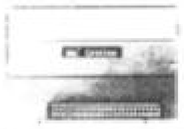

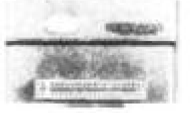

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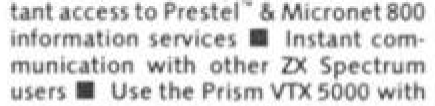

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BOURNEMOUTH Lansdowne Computer Ctr 1 Lansdowne Crescent Tel (0202) 20165

DURHAM

DARLINGTON McKenna & Brown, 102 Bondgate Tel (0325) 459744

ESSEX

BASILDON Godfrey's 28-32 East Walk, Tel (0268) 289379
BASILDON Godfrey's Computer Centre, 5 Laindon Main Centre Laindon Tel (0268) 416747
CANVEY ISLAND Tower Radio Ltd, 43 High St Tel 0268 682211
CHELMSFORD Maxton Hayman Ltd, 5 Broomfield Rd Tel (0245) 354595
COLCHESTER Colchester Computer Ctr 16 St Botolphs St Tel (0206) 47242
GRAYS H Reynolds 79 Orsett Rd Tel (0375) 5948
ILFORD Woolfmans, 76 Ilford Lane Tel (01) 478 1307
ROMFORD Computer Centre, 72 North St Tel 0708 752862
SOUTHEND Computer Centre 332 London Rd Tel T.B.A

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BASINGSTOKE Fisher's, 2-3 Market Place Tel (0256) 22079
PORTSMOUTH (Waterlooville) G B Microland, London Rd., (Opp Co-op) Tel (07014) 59911
SOUTHAMPTON RJ Parker & Son Ltd., 11 West End Rd., Bitterne Tel (0703) 445926
SOUTHAMPTON L.T.C. Ltd, 112 East St, Tel (0703) 333958/24703
WINCHESTER Winchester Camera & Computer Centre 75 Parchment St Tel (0962) 53982

HEREFORD

HEREFORD Melgray Hi-Tech Ltd, 49 Broad St Tel (0432) 275737

HERTFORDSHIRE

BOREHAMWOOD Master Micro, 36 Shenley Rd Tel (01) 953 6368
HITCHIN Camera Arts (Micro Computer Division), 68A Hermitage Rd., Tel (0462) 59285
POTTERS BAR The Computer Shop, 197 High St Tel (0707) 44417
ST ALBANS (Herts) Clarks Computer Centre 14-16 Hollywell Hill Tel (0727) 52991
STEVENAGE D J Computers, 11 Town Square Tel (0438) 65501
WATFORD SRS Microsystems Ltd, 94 The Parade, High St Tel (0923) 26602
WELWYN GARDEN CITY D J Computers, 40 Fretherne Rd., Tel (07073) 28435/28444

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BEVERLEY Computing World, 10 Swaby's Yard Dyer Lane Tel (0482 881831
GRIMSBY RC Johnson Ltd., 22 Friargate, Riverhead Centre Tel (0472) 42031
HULL The Computer Centre, 26 Anlaby Rd Tel (0482) 26297

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DOUGLAS T H Colebourn Ltd., 57-61 Victoria St Tel (0624) 3482

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COWES Beken & Son 15 Bath Rd Tel (0983) 297181

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BECKENHAM Supa Computers Ltd, 425 Croydon Rd, Tel (01) 650 3569
BROADSTAIRS Video Vision 19/20 Willow Court, St Peters Park Road Tel (0843) 63284 (No Early Closing Day)
BROMLEY Computers Today 31 Market Square Tel (01) 290 5652
DOVER Kent Photos & Computers, 4 King St Tel (0304) 202020
GRAVESEND Marshalls Computers & Cameras, 3 Windmill St Tel (0474) 65930
RAINHAM Microway Computers Ltd, 39 High St, Medway Towns Tel (0634) 376702
SEVENOAKS Ernest Fielder Computers, Dorset St Tel (0732) 456800
SITTINGBOURNE Computers Plus, 65 High St Tel (0795) 25677
TUNBRIDGE WELLS Modata Computers Ltd 28-30 St Johns Rd Tel (0892) 41555

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ACCRINGTON PV Computers, 104 Abbey St Tel (0254) 36521/32611
BLACKBURN Tempo Computers, 9 Railway Rd Tel (0254) 691333
BURNLEY IMO Computer Centre, 39/43 Standish St BB11 1AP Tel (0282) 54299
BURY (Lancs) Micro-North, 7 Broad St Tel (061) 797 5764
PRESTON Wilding's, 49 Fishergate Tel (0772) 556250

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LINCOLNSHIRE

LINCOLN MKD Computers, 24 Newlands, Tel (0522) 25907

LONDON

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E17 Erol Computers Ltd., 125 High Street Walthamstow Tel (01) 520 7763
EC1 Pedro Computer Services Ltd., 47 Clerkenwell Road Tel (01) 251 8635
EC2 Devron Computer Centre, 155 Moorgate Tel (01) 638 3339/1830
N14 Logic Sales, 19 Broadway, The Bourne, Southgate Tel (01) 882 4942
N20 Castlehurst Ltd 1291 High Rd Tel (01) 446 2280
NW4 Da Vinci Computer Store, 112 Brent St., Hendon Tel (01) 202 2272
SE1 Vic Odden's 6 London Bridge Walk Tel (01) 403 1988
SE9 Square-Deal, 373-375 Footscray Rd, New Eltham Tel (01) 859 1516
SE15 Castlehurst Ltd., 152 Rye Lane, Peckham Tel (01) 639 2205
SW5 CLM/Matmos 264 Earls Court Tel (01) 373 458/6333
SW16 Buffer Micro Shop, 310 Streatham High Rd Tel (01) 769 2887
SW19 Emcom, 31 High St., Wimbledon Tel (01) 947 7678
W1 Computers of Wigmore St, 87 Wigmore St Tel (01) 486 0373
W1 GK Photo & Computers, 92-94 Wardour St Tel (01) 437 0182
W1 Sonic Foto & Micro Centre, 256 Tottenham Court Rd Tel (01) 580 5826
W7 TK Electronics, 11/13 Boston Rd, Hanwell Tel (01) 579 2842

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BOLTON Wilding Ltd, 23 Deansgate Tel (0204) 33512
MANCHESTER Lomax Ltd, 8 Exchange St St Ann's Square Tel (061) 832 6167
OLDHAM Home & Business Computers Ltd, 54 Yorkshire St Tel (061) 6331608
ROCHDALE Home & Business Computers, 75 Yorkshire St Tel (0706) 344654
SWINTON Mr Micro Ltd, 69 Partington Lane Tel (061) 728 2282 Late Night Friday
WIGAN Wilding Ltd., 11 Mesnes St Tel (0942) 44382

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HESWALL Thornguard Computer Systems, 46 Pensby Rd Tel (051) 342 7516
HUYTON Ian Houghton 5 Huyton Hey Rd Tel (051) 489 5785
LIVERPOOL Beaver Radio, 20-22 Whitechapel Tel (051) 709 9898
LIVERPOOL (Aintree) Hargreaves, 31-37 Warbreck Moor Tel (051) 525 1782
SOUTHPORT Central Computers, 575 Lord St Tel (0704) 31881
ST HELENS Studio 55, 55 Ormskirk St Tel (0744) 39496

MIDDLESEX

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HARROW Camera Arts, (Micro Computer Division) 42 St Ann's Rd Tel (01) 427 5469
STAINES Spelthorne Microsystems Ltd 2 Kingston Rd Tel (0784) 55659/55554
TEDDINGTON Andrews, Broad St Tel (01) 977 4716
UXBRIDGE J K L Computers, 7 Windsor St Tel (0895) 51815

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NORWICH Sound Marketing 52 St Benedicts St Tel (0603) 667725
THETFORD C B & Micros, 21 Guildhall St Tel (0842) 61645

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BANBURY Computer Plus, 2 Church Lane Tel (0295) 55890
OXFORD Ivor Fields, 7 St Ebbes St Tel (0865) 247082

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AYR Vennals, 6A New Bridge St Tel (0292) 264124
DUMFRIES Vennals, 71 English St Tel (0387) 54547
EDINBURGH The Silicon Centre, 6-7 Antigua St Tel (031) 557 4546
GLASGOW Victor Morris Ltd., 340 Argyle St Tel (041) 221 8958
HAMILTON Tom Dickson Computers, 8-12 Cadzow St Tel (0698) 283193
STORNOWAY Cameron's Computers The Playhouse Tel (0851) 3427

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SHREWSBURY Computerama, 13 Castlegate Tel (0743) 60528
TELFORD Computer Village, 4 Hazeldine House Telford Town Centre Tel (0952) 506771

SOMERSET

TAUNTON Grays, 1 St James St Tel (0823) 72986

STAFFORDSHIRE

STAFFORD Computerama, 59 Forgate St Tel (0785) 41899
STOKE-ON-TRENT Computerama, 11 Mkt Square Arcade Hanley (0782) 268620
STOKE-ON-TRENT The Microchip, 37 Station Rd, Biddulph Tel (0782) 511559

SUFFOLK

BURY ST EDMUNDS Guildhall Computer Centre, 11 Guildhall St Tel (0284) 705772
IPSWICH Brainwave, 24 Crown St Tel (0473) 50965
LOWESTOFT John Wells, 44 London Rd North Tel (0502 3742

SURREY

CAMBERLEY Camera Arts (Micro Computer Division), 36 High St Tel (0276) 65848
CHERTSEY Chertsey Computer Centre, 1 Windsor St Tel (09328) 64663
EPSOM The Micro Workshop, 12 Station Approach Tel (03727) 21533
HASLEMERE Haslemere Computers, 25 Junction Pl (Adj. Rex Cinema) Tel (0428) 54428
NEW MALDEN Surrey Micro Systems, 31 High St Tel (01) 942 0478
RICHMOND Crest Computer Services, 8 Hill St Tel (01) 940 8635
WALLINGTON Surrey Micro Systems Ltd., 53 Woodcote Rd Tel (01) 647 5636
WOKING Harpers, 71-73 Commercial Way Tel (04862) 61061

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BEXHILL-ON-SEA Computerware, 22 St Leonards Rd Tel (0424) 223340
CRAWLEY Gatwick Computer Services, 62 Boulevard Tel (0293) 37842
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ABERYSTWYTH AberData at Galloways, 23 Pier St Tel (0970) 615522
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DUDLEY Central Computers, 35 Church Hill Precinct Tel (0384) 238169
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YORKSHIRE

BRADFORD Erricks, Fotosonic House Rawson Square Tel (0274) 309266
DEWSBURY Home & Business Computers, 59 Daisy Hill Tel (0924) 455300
DONCASTER The Soft Centre 8 Queensgate Waterdale Centre Tel (0302) 20088
HUDDERSFIELD Richards (Formerly Lauries) 12 Queen St Tel (0484) 25334
HULL Computer Centre 26 Anlaby Rd Tel (0482) 26297
LEEDS Bass & Bligh, 4 Lower Briggate Tel (0532) 454451
YORK York Computer Centre 7 Stonegate Arcade Tel (0904) 641862

EXTRA BITS!

A flood of add-ons has arrived on the market since last we spoke. Machines not previously favoured by the hardware companies are now proving popular.

This month, there's news for Electron, Oric and Dragon owners as well as the more (dare I say it) popular machines like Spectrums and BBCs. So, if you want to expand your machine without having to spend a fortune, then read on.

If you're a company which makes add-ons for home micros, then please let me know. Send details to me, Robert Schifreen, at the magazine's London address.

A MUSICAL INTERFACE

Rosetti Ltd has produced a range of hardware and software products for home micros, using the Midi interface. Midi stands for Musical Instrument Digital Interface and is used in most professional synthesisers and other electronic instruments.

It allows you to control the instrument via the interface. You can also take the sounds and wave forms from the instrument and send them back through the Midi connector.

With a Midi interface on your micro, you can link a synthesiser to it. You can then play the instrument through the computer. For example, you can compose tunes in the memory of the micro and play them "live" through the synthesiser. If you want to change a single note of the tune then the program will let you. What's more, you can control up to six instruments through a single computer.

You can also record a tune which you play on your synthesiser, put it straight into the micro's memory and then play it back. A 48k Spectrum can hold around half an hour's music.

A Midi interface is available for the Commodore 64 or 48k Spectrum. Commodore units start at under £30, while Spectrum links start at £90. Software is extra, though. Details on 01-253 7924.

The Rosetti Midi interface for the Commodore 64 or Spectrum. You can control up to six music keyboards from the computer and even play them all at once!

Some software is already available and more is on the way. This includes a multi track composer on disk for the CBM64.

CONTROL
THRU
IN
MIDI OUTS
MIDI COMPUTER INTERFACE
SIEL

NEW FROM AMSTRAD

The Amstrad micro has been launched officially and should be appearing in the shops.

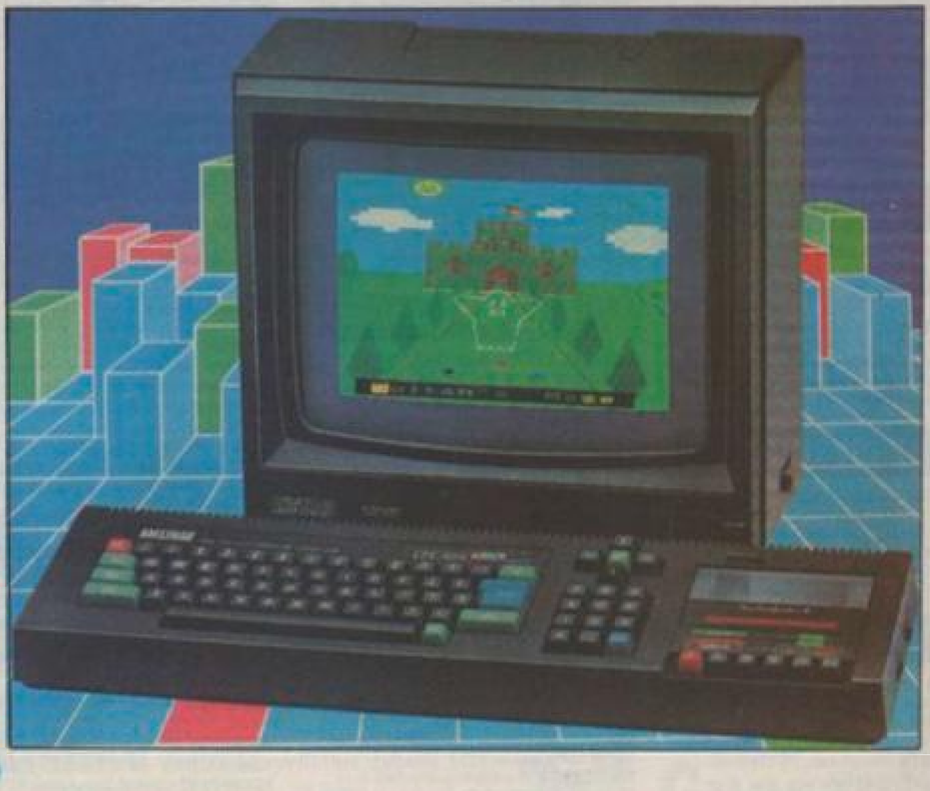
The machine is slightly QL-shaped and has a built-in cassette recorder at one end. It comes complete with either a colour or green and white monitor and has 64k of RAM as standard.

One annoying aspect is that if you decide to buy the lower priced green screen version, then you can't upgrade to full colour if you happen to find some more money. Although the computers are exactly the same, Amstrad won't sell you a colour monitor on its own.

The machine has a choice of 27 colours and has three screen modes. These are 20 column, 40 and 80. 20 column mode lets you have the choice of any 16 colours while in 40 column mode you may select eight. Because of all the memory which 80 column mode uses, you can only have two colours. The highest graphics resolution is in 80 column mode and is 600 × 240 pixels.

The best selling point of the new micro

The new Amstrad computer is finally available and should be in the shops soon. Its best selling point must be the price. You can get a 64k computer, complete with green screen monitor and cassette recorder, for £229 or an extra £100 for colour. Will this latest micro pose a serious threat to the QL?



THE CONNOISSEURS' CHOICE

ZX Spectrum

3D LUNATTACK – Steve Turner
Fly your Hover Fighter over the 3D Lunar landscape battling the SEIDDAB.
Joystick compatible, 48K only £7.95

3D SEIDDAB ATTACK – Steve Turner
Using your radar, missiles and sixth sense clear the city area of SEIDDAB.
Joystick compatible, 16K or 48K £5.95

3D SPACE WARS – Steve Turner
Hunt the Seiddab through four levels of 3D hyperspace and destroy them.
Joystick compatible, 16K or 48K £5.95

DI-LITHIUM LIFT – Simon Cobb
Can you lift the Di-Lithium crystals from the vaults?
Joystick compatible, 16K or 48K £5.95

NIGHTFLITE II – Mike Male
Flight simulation with full instrument display and perspective runway view.
Joystick compatible, 16K or 48K £7.95

HEATHROW AIR TRAFFIC CONTROL – Mike Male
Written by a professional air traffic controller.
16K or 48K £7.95

QUEST ADVENTURE – Kim Topley
Find a map hidden in an inhospitable world inhabited by gruesome creatures.
48K only £5.95

FANTASIA DIAMOND – Kim Topley
Retrieve the magnificent Fantasia Diamond and rescue Boris the master spy.
48K only £7.95

KNIGHT DRIVER – Clive Brooker
Steer your car round a tortuous circuit of roads, braking and accelerating as you go.
Joystick compatible, 48K only £5.95

COUNTRIES OF THE WORLD
An educational package that will give an appreciation of world geography.
16K and 48K £5.95

PILOT FOR THE ZX81 – Mike Male
Fly your computer from take-off to landing navigating between mountains using radio beacons £5.95

COMMODORE 64

HEATHROW AIR TRAFFIC CONTROL – Mike Male
Written by a professional air traffic controller. Seven levels of play including demonstration mode £7.95

Books

20 Best Programs for the ZX Spectrum	£5.95
40 Best Machine Code Routines for the ZX Spectrum	£5.95

Hewson Consultants
568 Milton Trading Estate, Milton, Abingdon, Oxon OX14 4RX

BBC Model B/Electron

HEATHROW AIR TRAFFIC CONTROL – Mike Male
Written by a professional air traffic controller. £7.95

COUNTRIES OF THE WORLD
An educational package that will give an appreciation of world geography. £6.95

DRAGON

3D LUNATTACK – Andrew Braybrook
Fly your Hover Fighter over the 3D Lunar landscape battling the SEIDDAB.
Joystick compatible, 32K or 64K £7.95

3D SEIDDAB ATTACK – Andrew Braybrook
Using your radar, laser bolts and sixth sense you will need to clear the urban area of SEIDDAB.
Joystick compatible.
32K or 64K £7.95

3D SPACE WARS – Andrew Braybrook
Locate the Seiddab on your galaxy scanner through four levels of 3D hyperspace and destroy them.
Joystick compatible, 32K or 64K £7.95

DRAGONFLY II – Eric Ratcliffe
Navigate from one airport to another using your instruments and a radio beacon.
Joystick compatible £6.95

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication.

Selected items available from Centresoft Dealers and all leading computer software retailers.

TESCO WOOLWORTH John Menzies Spectrum LASKYS Boots HMV

MAKE YOUR CONTRIBUTION TO SPECIAL EDUCATION MORE EFFECTIVE

Robyn Frankham copes very well with her learning problems, thanks to developments with computers in special education. Like many other children, she now has the ability to communicate with the aid of microelectronic divices which help her to write essays, draw pictures and most important of all, to gain her independence.

Learning To Cope '84 — Computers in Special Education, is the second of this annual publication which presents the story of Robyn and how many other physically and mentally handicapped children and adults are coping with their futures. Tremendous progress is being made through the manufacture of specialised devices and through the dedication of teachrs and parents.

Learning To Cope '84 looks at specialised computer hardware and software and brings you the latest developments in applications covering all aspects of special education. Read for yourself how committed people have developed and redesigned new and existing equipment to help those in special education help themselves.

We can all help if we care enough.

Learning To Cope '84 — Computers in Special Education £2

Please send me a copy of Learning To Cope '84 — Computers in Special Education.
I enclose a cheque/postal order made payable to Educational Computing for £2 (including p&p).

Name ....
Position ....
Establishment ....
Address ....
Signed ....

Now please post to: Learning To Cope '84, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

is its price. The green model is only £229 complete with cassette recorder, 64k micro and monitor. The colour version will cost an extra £100. Disk versions are also available which run the CP/M operating system and this costs a further £100 for a green screen model and yet another £100 for colour, complete with disk drive.

ALAS POOR PRINTER

As a change to talking about new hardware, here's a sad tale of a well-loved peripheral which is now no longer. Sinclair has decided to drop the trusty ZX printer. Hundreds of thousands have been sold but sales are now trailing. The reason for the decline is the release of the interface 1 and other units which offer an RS232 interface to Spectrum owners. This allows a proper daisywheel or dot matrix printer to be connected. ZX81 owners are not so lucky. Printer interfaces for their machine are rare and expensive. You'll still be able to buy rolls of silver paper for some time, but I suspect that this won't be available for much longer.

FIRST BYTE

EXTRA BITS!

Here's some news of a much-needed joystick interface for the Electron. Although the machine runs BBC Basic and many programs are compatible with both machines, the Electron lacks all the expansion interfaces and connections which the BBC model B has as standard.

First Byte Computers, from Derby, has launched a joystick interface. The white Electron-coloured box is similar in size to the well-known Sinclair 16k RAM pack and plugs into the solitary expansion connector at the back of the computer. You can then plug a single joystick into the box.

The reason that the interface caters only for one joystick is twofold: first to keep the price down and second because there's hardly any BBC or Electron software which uses two joysticks anyway.

A conversion cassette is supplied with the interface and will convert twenty well-known games for use with a joystick. There's also a universal converter routine which will convert any games which use the negative INKEY technique to read the keyboard.

If you want to put a joystick into your Electron then this interface will set you back £24.95. More details can be had from First Byte at 10 Castlefields, Main Centre, Derby DE1 2PE.

SECOND BYTE

First Byte has succeeded in producing the first expansion unit for the Electron. Their joystick interface has already been mentioned, but they win first place by only a small margin, for Acornsoft has now launched the Plus 1.

This is an "official" unit which plugs into the one and only connector on the back of the computer and provides many of the hardware facilities which BBC owners have always had and Electron owners just dreamed of.

The micro now has a single RS232 interface which will allow you to connect a printer to the machine.

It's a shame that a Centronics interface wasn't thought of, as Centronics printers are often cheaper and also easier to find. But the serial RS232 interface is more versatile than Centronics and can be used for other things besides connecting a printer – a modem, for example, although someone will need to produce a way of obtaining a mode 7 screen to use Prestel and Micronet.

The Plus 1 also adds a much needed joystick interface, via a similar connector to the one used on the Beeb. This means that BBC games which run on the Electron can now be played with joystick.

In addition to this, the unit also provides 2 ROM cartridge slots. Acornsoft may well have plans to produce programs on cartridge in order to reduce the effects of software piracy. If this is the case, let's hope that the cartridges aren't in the Atari price range.

The Plus 1 is available from dealers and costs £59.90.

Acorn's Plus 1 interface, available from Acorn stockists, at £60.

Ram Electronics' Turbo interface. A rival to Sinclair's Interface 2, but a little more expensive at £22.95.

NEW INTERFACE 2

You've probably seen the new Sinclair Interface 2 in the shops. This allows your Spectrum to accept 2 Atari-type joysticks and also ROM software.

Ram Electronics have produced their own version of the actual Interface 2 itself and, for an extra £3, you get a lot of extra features.

Most importantly, it's fully compatible with Sinclair's version. It will take Atari type joysticks and ROM software. It also has a full expansion connector on the back which Clive's does not.

In addition to the standard Atari joysticks, the left hand socket is Protek-compatible, while the right hand one works as a Kempston model. Very useful. The interface should be appearing in the shops about now.

MORE MODEMS

The battle of the modems is really hotting up. Two new ones have been launched recently.

The first is from Acorn and is the official model for the BBC micro. It sits in the same case as those other Acorn add-ons like the second processors. The modem operates at 1200/75 baud and allows you to link up to Prestel and Micronet.

The software is in ROM and sits in the Beeb itself.

The main feature by which the Acorn modem is better than Micronet's is that the Acorn one is auto-dialling. This means that you just type in the phone number on the keyboard of the BBC and the modem will dial the number for you.

The other modem is from Pace and is called the Grapevine. Clever, eh? You know, I heard it on . . . oh, never mind. This is one of those multi-standard modems and will operate on more than one frequency. So not only can you get into Prestel, you can also use the various 300 baud bulletin board services which are springing up at the moment. You can also use the Bell standards (Alexander Graham, not Ding Dong) in America, as long as you can afford the phone calls.

GANDALF'S REVENGE

Remember The Hobbit? No, not Bilbo and Gandalf, the fast mini cassette recorder for the BBC!

Well, the company responsible was Ikon and they've now released version 2. What's even more exciting is that they've also produced a model for the Dragon.

Now known as the Ultradrive, it stores programs and data on tiny microcassettes as used in office dictating machines. The unit itself is cube-like in shape with dimensions of about five inches.

The BBC version is similar to the original Hobbit. The difference is in the ROM which plugs into the BBC micro itself. Existing Hobbit owners can upgrade to Ultradrive simply by buying the new ROM. This costs £20 and details can be had from Ikon.

The Dragon version is totally new, though, and will work with either the 32 or the 64. The box sits on top of the computer and plugs into the main expansion socket on the right of the machine via a large, chunky connector.

With Ultradrive, there are no buttons to press any more. The functions of the normal cassette recorder have been converted to extra Basic commands.

Once you've put the cassette in the drive, you'll need to rewind it first. All you have to do is to type REWIND and the machine will do the rest. To load from normal cassette, you still use Cload. To load from Ultradrive a normal Load command is used. Type LOAD "PROG" and program PROG will be loaded.

The system uses none of the computer's RAM, so you can still load any program which used to be on tape. A 32k program will load from Ultradrive in about 23 seconds while 16k takes around 15. A cassette holds around a 100k.

A program is available to transfer cassette-based software to Ultradrive. A specialised Ultradrive Operating System will soon be available to cope with full random access files.

As well as the tape handling commands, the Ultradrive ROM also adds an OLD command to Basic, which will recover a program if you type NEW by mistake.

Ultradrive costs £79.95 and Ikon are at Kiln Lake, Laugharne, Dyfed.

THE KEYBOARD SAGA

Saga seems to have brought out the ultimate in keyboards for the Spectrum.

This will improve your typing no end. It has a truly professional feel to it and is very easy to fit. All you do is undo the screws which hold your beloved Spectrum together. The new keyboard screws back on to the base of the computer while the old top is thrown away. There's no soldering to do, just a connector to plug in. The keyboard is guaranteed for 20 million presses of each key which is an awful lot of listings to type in.

Your Spectrum is now given 28 extra programmable keys which you can use as you wish. Punctuation is all now on single key entry. Cursor keys are still there, but in better positions. The up and down keys are actually pointing in the correct directions which makes games easier to control.

The Acorn modem for the BBC model B has now been launched. Software is supplied on ROM. You can now use a BBC to link up to any viewdata computer. As well as Micronet and Prestel, business users can access Telecom Gold. It features auto dialling and costs £99 + VAT.

The board is fully assembled and is available from Saga at £59.95.

The company also has other ideas up its sleeve. More news follows when they emerge. Meanwhile, if you have an idea which you think Saga could market then they would really like to hear from you. You don't have to send a working circuit if you don't want to, a detailed letter will do. Saga are based in Woking, Surrey.

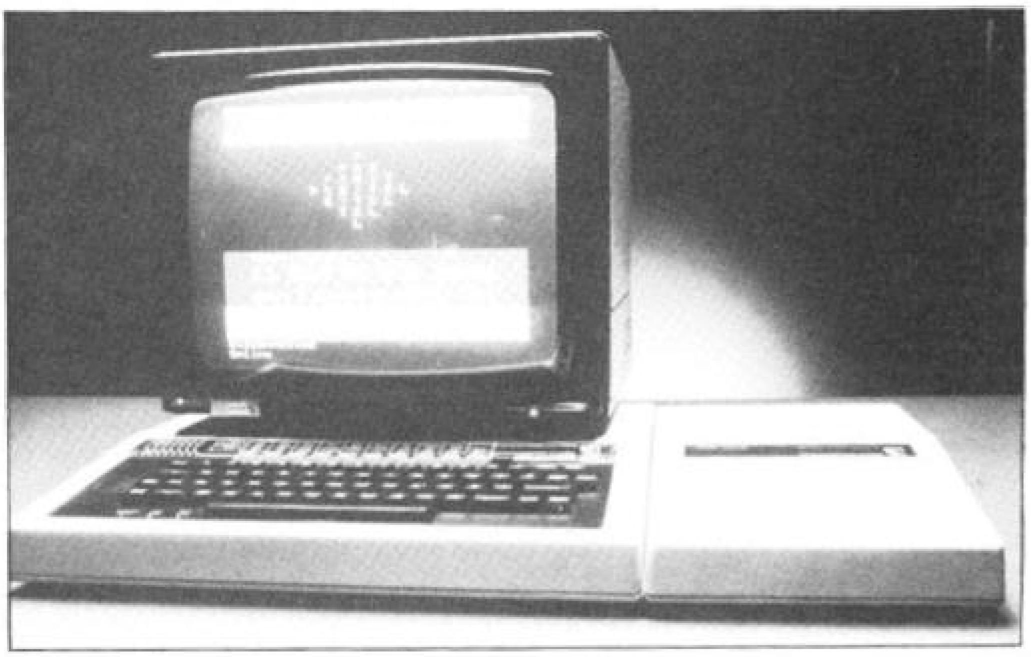
WHY NOT MSEB?

MSX has been called the biggest event in the home computing market this year. The first batch of machines was launched recently and, at first sight, they appear impressive.

MSX stands for Microsoft Extended Basic. No, I know it doesn't exactly, but that's what they've come up with so that's what we call them. The idea, though, is revolutionary and it's surprising that no one has thought of it before. What's been done is that a group of computer makers have come together to design a standard for a micro. Each MSX machine, as they'll be known, will run the same version of Basic and have the same internal circuits.

What's even more exciting is that software written on one MSX computer will run unchanged on any other MSX micro. Yes, if you buy an MSX machine and your friend buys one as well, then software from your machine will run on your friend's. Oops, perhaps I wasn't supposed to say that. Anyway, what is worrying quite a few people is that if you copy a tape illegally, then not only will it run on your MSX machine, but on anyone else's too. Now there's a thought.

A catalogue of between 200 and 500 games programs has been promised for the initial launch of the first machines in August-September. Software will be either on cassette, cartridge or disk. Cartridges will retail for around £15 and, from the few which I managed to play with at the launch, I can promise you that they're well worth the money. The movement, sound and graphics are better than anything I've seen on any micro this year. Let's just wait and see if the new idea really takes off.



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ROBYN HODE will be released at the What Micro?/Bernada's Birthday Party Micro Fair July 14-15th. See you there!

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SPOOF >

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Popular Computing Weekly (15/4/84): "Paradox looks, from a quick play and the complex maps I've been sent explaining it, like one of the most complicated adventures ever designed . . . addiction is probably ensured."

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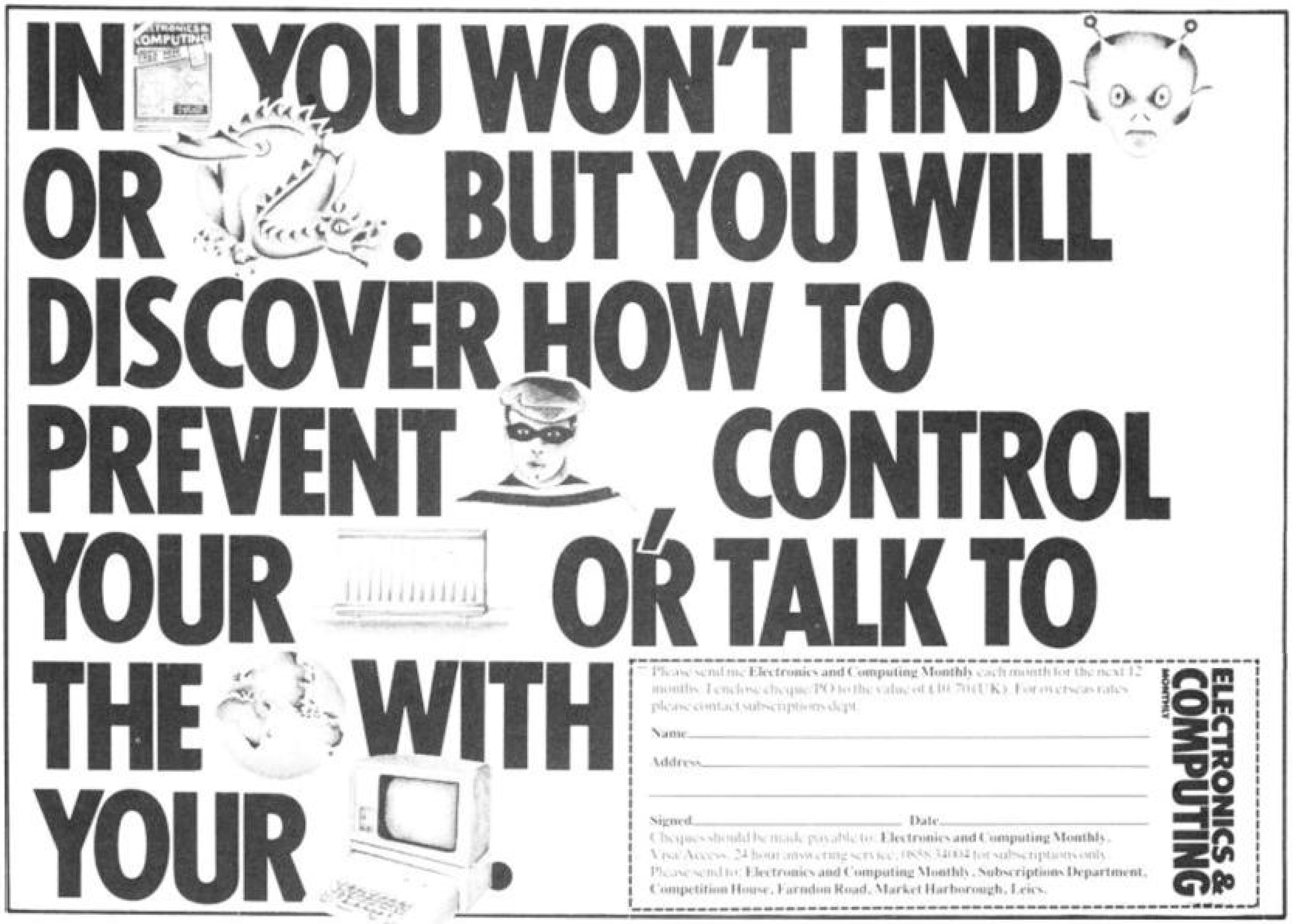
CG183



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MINCED WORDS

Remember the article on compilers which I wrote in June's issue? I mentioned that some early copies of Blue Thunder have the compiler saved on the cassette with the game and that you may be able to use it.

Quite a few people have told me that this works and that they have been able to compile some of their own programs. If you've managed to do this and you have any information about the compiler used, then why not drop me a line at Bug Hunter. I'll print your letter, if possible, and you can share your tips with all our readers.

CHESS – TEXAS

Good news for Dragon owners. There was a great chess program listing for you in July's issue. Unfortunately, we said that it ran on a Texas! If you have a Dragon, then try the program, it's fantastic. If you have a Texas then, er . . . ummm . . . sorry.

SPLAT! SOLVED

Remember the bit in April about a bug in *Splat!* for the Spectrum. I mentioned a letter I'd had which said that the program crashed it you scored over 50,000.

Ian Andrew from Incentive Software, the company responsible for *Splat!*, wrote to tell me that the bug appeared on early issues of the game but was soon swatted.

If you have one of the early batch and return it to Incentive, they will replace your cassette immediately and also refund the postage, which can't be bad. Thanks, Ian.

THE GOLDEN ENVELOPE

Entries poured in for the music chart contest. Well, I had quite a few.

The last to reach me in time for the closing date was by Rowan Wilkinson from Chester.

They really were fun to read and, after much deliberation, I've decided on a winner. Congratulations to Ian Watson, from Birmingham, whose entry appeared on these pages last month. If you'd like to give me a ring, Ian, and tell me what size you are, then I'll get a C&VG tee-shirt in the post to you as soon as I can.

Of all the entries, a few consisted entirely of Duran Duran songs. These were, I'm happy to say, instantly disqualified. Thanks to everyone who told me about the music they like to listen to while playing their favourite video game. Carry on sending me your suggestions if you wish – I read every one.

WILLY – THE SOLUTION

There are 83 objects in Jet Set Willy. But before you write a frantic letter to Software Projects, I'm afraid that you've been beaten. Ross Holman and Cameron Else were the first to complete all 60 levels and get to the four poster bed.

Now that the game has finally been solved, Software Projects has written to *C&VG* about the random hazards which stopped so many from completing the game.

If you want an easier route and an easier game, then I can now tell you how to do it. And this is official, as written by Software Projects themselves.

Rewind your tape and type "MERGE """ then press PLAY on the cassette recorder.

Once the first part of the program has loaded, stop the tape and enter:

```
CLEAR 32767
LOAD"" CODE
```

and then start the tape again.

When loading has finished, stop the tape and enter:

```
POKE 60231,0
POKE 42183,11
POKE 59981,82
POKE 56874,4
```

and then type GOTO 40 to play the game.

If you'd like to save your new version of the game, then type the following BEFORE you type GOTO 40 . . .

```
SAVE "JETSET" LINE 10
SAVE "JSW" CODE 32768,32768.
```

If you're a Commodore 64 owner, then don't despair. The game should be out soon and it has even more screens than the Spectrum version.

Let's hope that it doesn't have as many bugs.

CIRCULAR PROBLEMS

There's a weird maths bug in Psion's flight simulation for the Spectrum.

If you loop the loop, watch the indicators on your screen. After 359 degrees comes 360 and then back to zero again. This means that, according to Sinclair, there are 361 degrees in a circle.

I wonder who worked out the delivery schedules for the QL?

IS THIS YOUR VEHICLE, SIR?

You may remember Spirit Software, makers of a steering wheel driving module for the Spectrum. Unfortunately, it seems that this product never actually existed. Many people sent money to Spirit in response to the company's adverts in various computer magazines but so far they haven't received the goods.

Kensington CID is currently investigating Spirit Software and I'll let you know what happens. Meanwhile, if you sent off money for your driving module, you'll be hearing from Kensington CID within the next month or so.

PIT? WHAT PIT?

I've had a couple of letters this month about our map of Jet Set Willy from June's issue.

Our photo showed one of the screens from the game, the title of which was the Gaping Pit.

If you have a copy of the game, then you won't actually find this screen on your copy. Or at least you won't find the name Gaping Pit. The copy which we were given to review was not the final version and, between our review and the final version appearing, the Gaping Pit was changed to Let's Perform a Quirkafleeg.

MATRIX – VIC 20

Mike Davies from Dyfed tells me that there's a bug in Jeff Minter's game for the Vic 20. You can clear a sheet by pressing, RUN-STOP, CTRL, SHIFT and the Commodore key all at the same time. Llamasoft claims that this bug is deliberate, and is to help players who are not so good. Now where have I heard that before?

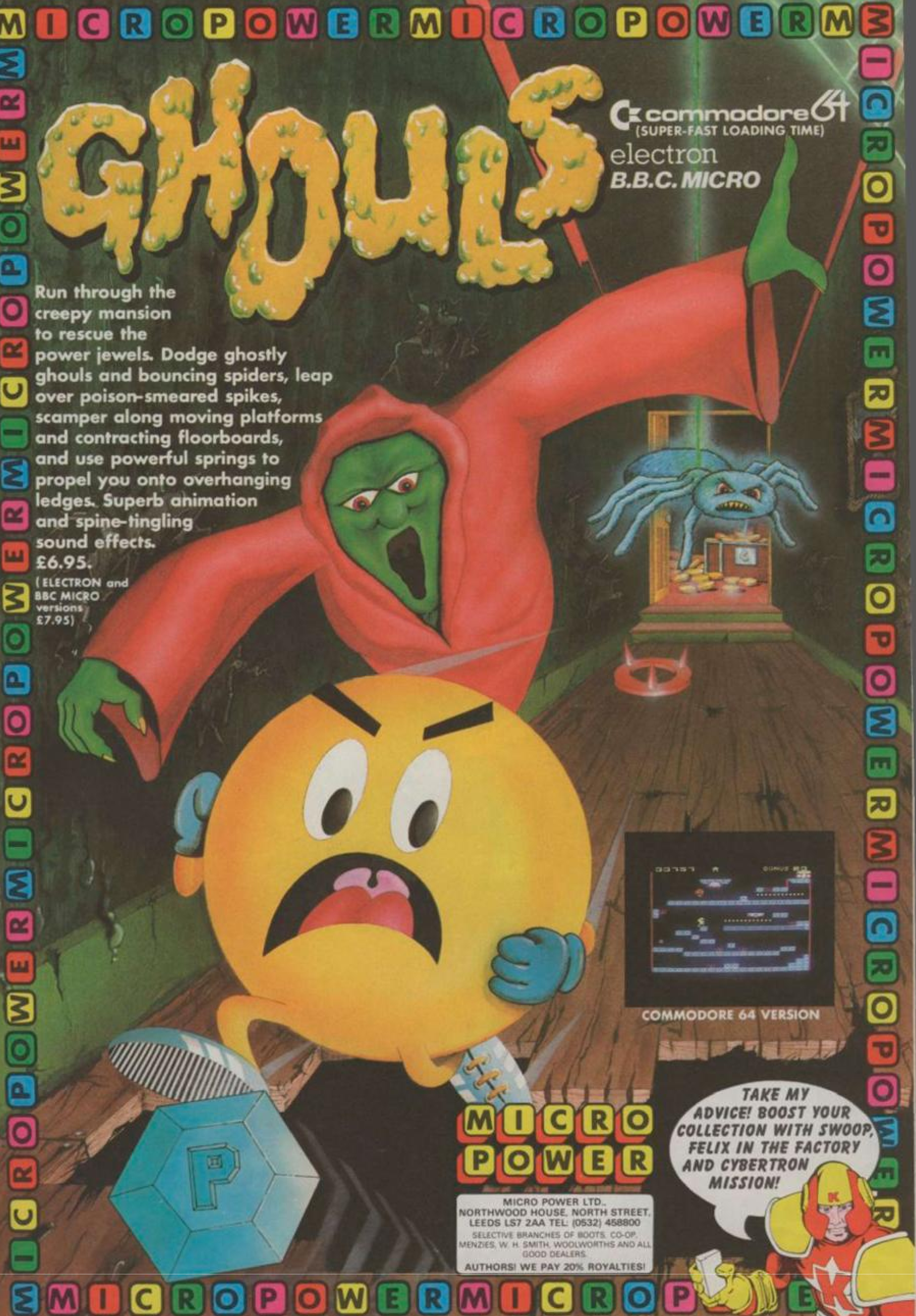
Well, that's about it for another month. Remember to keep writing to me if you have any problems with any of our listings.

I'll pay £10 for any programming tips which I publish. Unfortunately, I can't pay for reports of bugs in programs, but keep sending them in and you never know, you may get your name in print. Isn't that better than money?

My address is at the top ot the page with the phone number. If you're a member of Micronet then send me a mailbox to 012 786 556.

See you next month.

BY ROBERT SCHIFREEN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LORDS OF MIDNIGHT

Night has fallen and the Foul are abroad. One day has passed since the war of the Solstice began. Doomdark, the Witchking of Midnight despatches his evil forces . . .

But worry not, for while Doomdark despatches his warriors to do battle, you have ensured that Luxor, the Moonprince, is well rested and guarded by a thousand men. Morkin, meanwhile, is secretly making his way to the Tower of Doom, to destroy the Ice Crown from which Doomdark derives his power.

This is *Lords of Midnight* from Beyond Software. Here I must declare an interest, for Beyond is a subsidiary of EMAP, publishers of *C&VG*, and Midnight was written by Mike Singleton whose name will be familiar to many readers.

BEYOND
CHALLENGING SOFTWARE
The Lords of Midnight

Ever wonder what became of Terry Pratt, *C&VG*'s first editor? He now manages Beyond and warned me back in February that he was about to introduce the world's first epic game. Would it be too much for me to handle in a review, he wondered? I warned him that as he was now ex-editor, I wouldn't hesitate to say exactly what I thought. "Nothing's changed then?" he said!

Lords of Midnight has text, but no worded commands. The game does not have puzzles, so much as strategic problems. Nor is *Midnight* exactly a war game. It does have graphics, but no diagrams. It is a mixture of both and is, perhaps, an Adventure in the broadest sense of the word.

Your tasks are twofold – to destroy the Ice Crown and to defeat Doomdark. Either or both of these ends can be chosen by the manner in which you control and deploy the four main characters you command. A 32-page glossy booklet explains how to play the game and contains a well written 16-page story – essential reading if you are to relate to the characters and play the game constructively.

Commands are entered by single keystrokes, selected by reference to a white plastic keyboard overlay included in the package.

You see the lands of Midnight through the eyes of the character you are manipulating at the time. You can rotate him in 45 degree steps, seeing his view from the same position in all directions. You can move him forward in the direction he is facing and the view, being in perspective, moves towards you as you page your way through the mountains and villages. The graphics are described as landscaping and there are said to be 32,000 different views available. This innovative approach to graphics immediately invites comparison with *Valhalla*. *Midnight*'s graphics are spectacular and, in contrast to *Valhalla*, there is no waiting for the response. The re-display is almost split-second and includes a short text description of the location and view. Neither does *Midnight* crash on you in the middle of a game. I found the game more playable than *Valhalla*, which bored me to tears after the novelty had worn off.

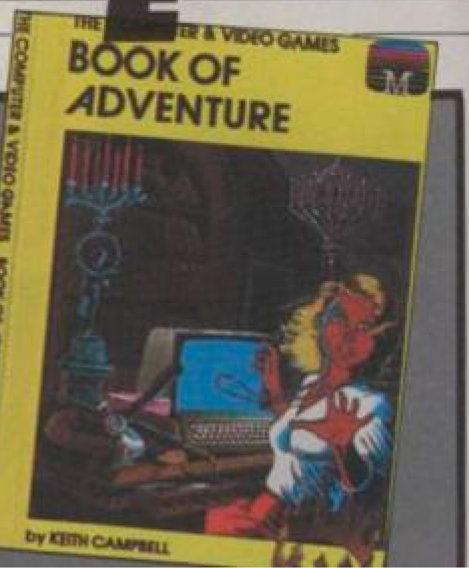
The major features of the lands are depicted on a coloured map on the back of the booklet and box and this is a necessary source of reference if you are to plan your strategy to gain either objective. The lands are vast, but unfortunately the map is small. I had expected a fold-out enlargement inside, but was disappointed. The words on the map are stylised and obviously photo-reduced and I had to squint to see where I was.

Another problem is that, upon defeat, it is necessary either to reload the program or a saved game. The latter option takes only about half a minute and the instructions recommend you to save a game at the start for just this purpose. The reason is that there is not enough room in the computer to hold all the initialising data.

The description epic seemed quite apt to me, as I felt as if I was participating in one of those Charlton Heston films! It is a game that should delight those who enjoy graphics Adventures and Adventurers who don't mind breaking away, for a while, from the 'What shall I do now?' format. I'm not keen on graphics Adventures, but I certainly enjoyed this game! There Lord Emap, can I have that promotion now?

Lords of Midnight is from Beyond Software for the 48k Spectrum, priced £9.95.

WIN MY BOOK!

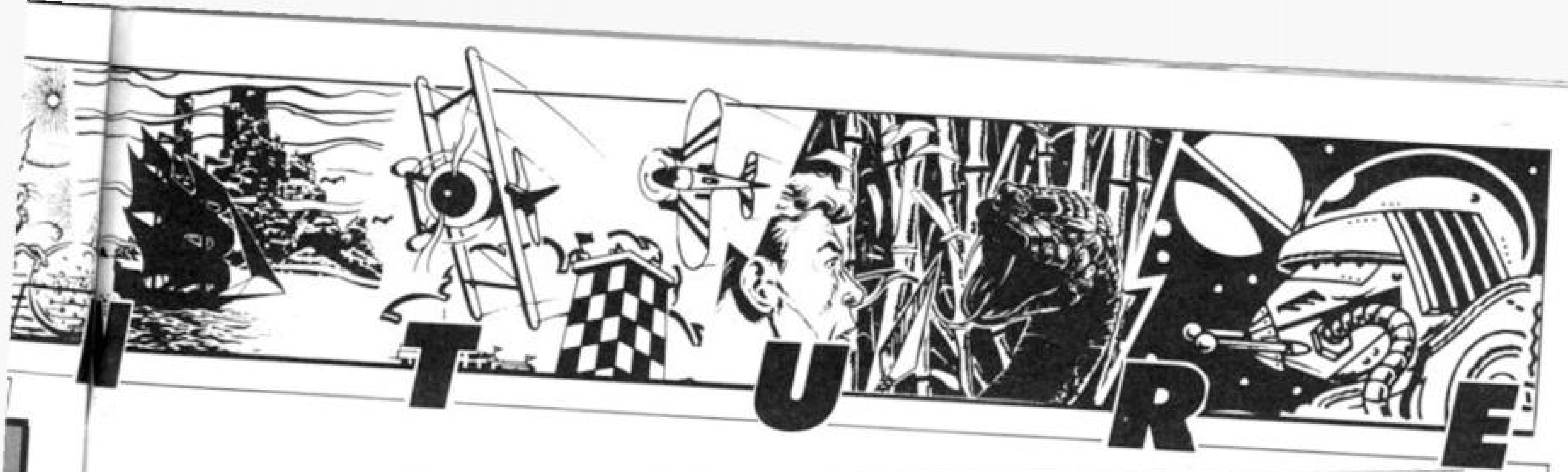


Have you ever played a difficult and enjoyable Adventure and, after weeks or months spent beating your brains out, finally completed it? It's a satisfying feeling, isn't it? You feel as if you want to rush out and tell the world how clever you've been! But the computer you've been battling against doesn't always think that way and sometimes comes up with something less than the deserved fanfare to acknowledge your success!

There are ten copies of my book here, waiting to be signed with a personal message and sent to the Adventurers who come up with the best new ending for an Adventure they have played. Describe in no more than 200 words, how you would change the ending of an Adventure that left you disappointed right at the end!

The Computer & Video Games Book of Adventure, published by Melbourne House, tells all about the history of Adventure gaming and how to play and describes a number of games currently available. It then goes into a detailed, easy-to-follow tutorial to explain exactly how to create and program your own Adventure game. There is an example listing, which is repeated for Spectrum, Commodore 64 and BBC micros.

You have until August 16th to get your ideas down on paper and in to me at the *C&VG* offices. Mark your envelope July Adventure Competition, and send it to *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Usual *C&VG* competition rules apply.



ADVENTURERS WRITE . . .

Our regular loony has been at it again! I wondered why my postbag had suddenly got bigger! John Yeates, from Jersey, or course – he sent three letters in the space of three weeks! The good news is, he's now got a printer, so I don't have to suffer the erratic output from his old typewriter!

Has anybody in Jersey got *Kingdom of Hamil*, he asks, 'cos he wants to play it! He also dares to suggest ways of improving my column! "Why don't you publish a complete scenario, and ask people to come up with adventure listings for publication?" he asks.

Well, I'm glad to say we're one step ahead, John! Watch out in a few months time for a competition on similar lines with a simply fantastic prize! Don't expect me to be writing about it – the prize is so fantastic that I intend to resign so I can enter the competition! As usual, John signs himself 'Yours ever so slightly madly, Pimaniac . . .'

A special mention for the ladies. Kym Price of Portsmouth deliberately signs herself 'Miss' because, she says, she's fed up with people who say women aren't interested in computers. Unfortunately, a letter from a lady is a fairly rare event on the Helpline! So come on ladies – rally round and prove Kym's point!

Kym, by the way, is a Colossal Grand Master on a Hewlett Packard mini. Is anyone out there playing *Adventure 4* by Glaxo, on a Prime mini! It is an extended version of Colossal and it's evil, she says!

Prime players, come in please – tell Kym where the mushrooms are, and don't give us that sandstone cubicle bit – that's on the IBM version! How do you open the safe? What are Dragon's Teeth for, the Crystal Orb and the Glass Phial? How do you catch the owl – if it's with the mouse, then how do you catch that? Kym doesn't think there's any cheese around, 'cos she snuck in and looked at the data file . . . (trust a woman!).

Meanwhile, Mrs G. Officer of Hartlepool has amassed a score of 4350. Yes, Mrs Officer, you do top the poll! Beat that – if you can!

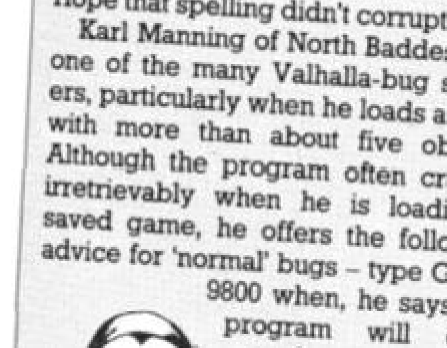
I had a very long letter from one of our younger readers, Tim Shelley from Hengoed in Mid Glamorgan. Every word was well worth reading, for Tim solved *Xenos*, and revealed all about THE SAFE!

Tim, a TRS-80 enthusiast asks: "Where can I get *Zork 2* and *Zork 3* for my micro?" Alas, Tim, only from the USA, I fear. Atari and CMB owners are already revelling in *Zorks 2* and *3*. Since they are available for the TRS-80 in the US, why not here?

. . . AND WRITE . . . AND WRITE!

Andrew Lambert, a reader new to *C&VG*, has just completed his first Adventure, *Inca Curse*, with a high score of 4250, beating the 4000 total run up by Ian Parker. Well done, Andrew – and on a game like that! Hope that spelling didn't corrupt you!

Karl Manning of North Baddesley is one of the many Valhalla-bug sufferers, particularly when he loads a chest with more than about five objects. Although the program often crashes irretrievably when he is loading a saved game, he offers the following advice for 'normal' bugs – type GOTO 9800 when, he says, the program will often continue as if nothing had happened.



D. J. Tarton is forming a BBC Micro Adventure Club for writers and players. Membership includes 12 games per year, plus contacts, pen-friends and a newsletter. Anyone interested should write to BBC Adventure Club, 18 Weardale House, Woodberry Down, London N4 1QN for further details.

V. Seonane, from Orrayo de la Miel, Malaga, has written to say he has obtained two different passwords from *Savage Island Part 1*. Quite possible! Your omniscient Adventure columnist know that; also that one has a different effect from the other on entry into *Part 2*. What I didn't realise, until I met Scott recently, was that you only take out what you put in, and that Boeing's don't do so well in reverse!

Mark Boddy of Letchworth has sent in a few tips for those snowed under in *Snowball*. Getting the first 150 points is the hardest, he says, and some of his tips were printed in our June issue.

MORE ZORK NEWS!!

The Zork trilogy, as most Adventure enthusiasts will know, are large Infocom disk-based games. They are produced in disk-only versions for many computers, including Apple, Atari, IBMPC, Commodore 64, TRS-80 and PDP-11.

Zork, otherwise known as the *Decus Dungeon*, is one of the classic mainframe Adventures and many a lucky disk drive owner of one of the above micros has taken the plunge and forked out about £30 for a *Zork*. At that price, compared with many an Adventure, it is a reasonable buy. Nevertheless, it is expensive.

The good news for Commodore owners is that these disks are now available for £11.99, representing wonderful value.

DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...

ADVENTURE HELPLINE

Keith Campbell, Computer & Video Games,
Durrant House, 8 Herbal Hill, London EC1R 5EJ.

KEITH Campbell's Adventure Helpline has become such a massive operation that we've decided to devote an entire page to your Adventure problems, hints and tips. Each month from now on you'll be able to find this special Helpline page alongside Keith's regular Adventure feature. And don't forget our bi-monthly Adventure review specials. All of which makes *Computer & Video Games* the best read around for micro-Adventurers!

ADVENTURE CHAT

POOF – THE GAME'S DESTROYED! So read *Pirate* player, Andrew Dilley, while cheating. But he couldn't get the message to appear when playing the game! A programmer's remark documenting protection against PIRATING (aargh!), I wondered?. A number of readers have written to answer this nagging problem and they all had Vic-20 versions! So is POOF only in the Vic version? The question was finally settled by a reader from Longwood in Florida, who sent a card to Helpline saying "Use any version of my Adventure No. 2 *Pirate's Adventure* and type 'DESTROY anything'. Then think about the response! Cheers, Scott Adams."

As I write, the game of the moment is *Snowball*. It's driving adventurers to new depths of despair and new heights of enjoyment! "Wow – it's zappy!", is how John (ever so slightly mad) Yeates describes it. Among the many readers who have written warmly applauding the game is Andrew Rice from Fulbourn. He has cracked the code of the lights – and calculated that there are 2,000,000 passengers on board! "And they had to choose me!" he adds.

Quest of Merravid is leading Colin Golding of Eastbourne a merry dance. He has been trying to do some rope-tying and getting the message PLEASE USE TWO WORDS. "So I do," says Colin, "but the reply is just repeated". Nuff said.

Mark Harvey, of Newbold on Avon, has completed the *Dan Diamond* trilogy and sent in complete solutions! These were gratefully received, especially by Simon, who rang me to say he had checked them out. (I don't think he'd actually solved them – sshh!!) My postbag seems peculiarly devoid of *Dan Diamond* problems. Come in all the *Franklin's Tomb, Lost in Space* and *Fishy Business* players! Simon can't wait to help you with your problems!

Brendan Pollit of Stranraer has been mixing data in Artic's series and getting strange descriptions of beautiful android girls that would make Mary Whitehouse blush! Try this as a last resort, he suggests, before writing to Helpline and showing your ignorance in public! Shame on you, Brendan! Do me out of a job, would you?

If you have an interesting point to make, can offer or are in need of help, write to Keith Campbell's Adventure Helpline, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Paul Coppins, Simon Marsh and myself will do our best to help you.

CONCENTRATED CONUNDRUMS

New Zealand reader, Colin Foster, from Levin, is playing Antarctic Computing's *Robots on Terminus IV*. He says it makes *Espionage Island* look simple and he can't unseal the door in the spaceship, nor go near the pub. The fruit machine doesn't seem to do much and he's certain he has to go down the well, but can't. Quite a daunting list, Colin, and unfortunately about a game I have never heard of. Are there any ZX81 users out there who can cast light on these problems?

Ian Parker, a regular writer to Helpline, is currently suffering the insult of being called a wally by *Micro Drivin*. He can't start the thing – can you?

Neil Smith of Childer Thornton in the Wirral is reflecting upon how to get past the mirror room and the happy bear in *Castle of Riddles*. Can anyone tell him anything to make him happy too?

Please help release Paul O'Rourke from a cell block where he can hear cries of pain and American voices. He is playing *Manor of Madness* and needs a password to get him out and back to his native Dublin.

Robert Fox of Liverpool is stuck in *Snowball* without a lance. Why he needs one, though, he is not sure!

Knight's Quest player, Robert Cunningham, Co. Monaghan, can't get to the secret ledge in the cave and I've forgotten how! Can anyone help with a reminder?

Who was heard of *Token of Ghall*? Graham Towey of Luton has and he wants the crown of emeralds, currently in the care of a python!

Tommy Rodgers of Chiswick wants help to eat his way out of the sphagetti tree maze in *Gateway to the Skies*.

And finally, what is the secret of the crushing walls in *Philosopher's Quest*?

INSIDE INFORMATION

If you don't want to know what Clive Beale of Formby revealed about *Valhalla* and *Castle*, Michael Renshaw of Sheffield about *Ten Little Indians*, Colin MacDonald of Carstairs about *Philosopher's Quest*, Gavin Barker of West Somerton about *Lords of Time*, Simon Eastham about *Perseus And Andromeda*, Chris Baldwin of Wallasey about *Quest*, James Douglas about *Castle Of Riddles* and Carol and Hazel of Bolton about *Zork*, then turn the page!

CASTLE OF RIDDLES
Gloop!

COUNT
As far as robbery is concerned, prevention is better than cure. Make sure you protect your valuables! And it's no good trying to kill Drac when he's on his rounds!

VALHALLA
To get Drapnir, drop Ofnir or get someone to carry it for you. Go east from the pits of hell and from the cave jump to hell itself. Summon help (which may require patience) and you can then go north and north again to a hall. Get someone strong to help open the chest found there.

CASTLE
To kill the werewolf, get the jar and trap the insect inside. Drop insect by werewolf.

TEN LITTLE INDIANS
To get into the house, go via the gate tower, using a rope. Note the bar jutting out from the window.

PHILOSOPHER'S QUEST
If you are blinded it may be because you have ceased to exist. Therefore you cannot be carrying anything, including a lamp!

LORDS OF TIME
Materials needed to make a bridge for the stream. Who would have special need for a looking glass? Use the lodestone to get the keys.

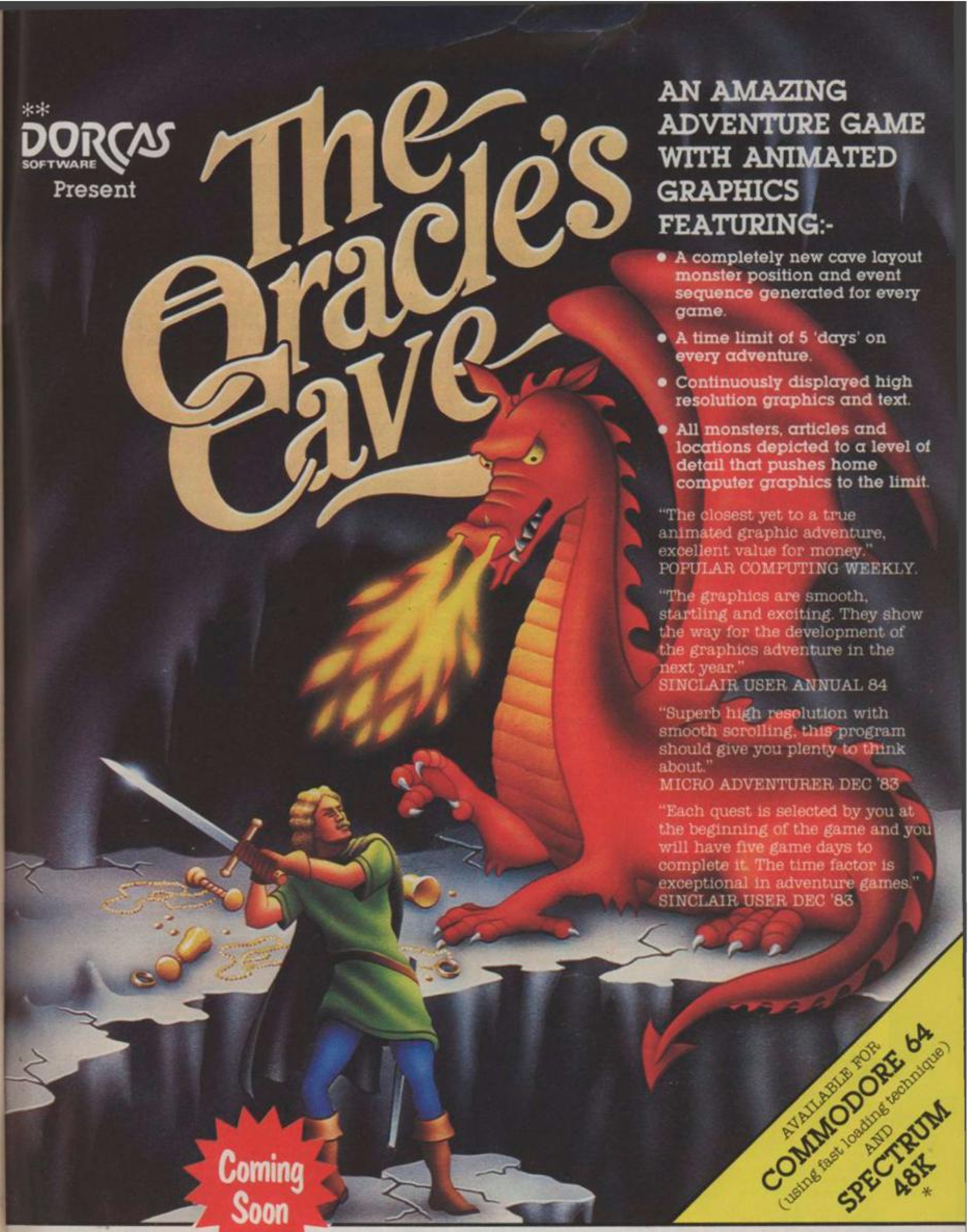
PERSEUS AND ANDROMEDA
To get through the crack, remove your sandals first.

QUEST
To get into the castle, unlock the door with the long key and then OPEN SOUTH.

ZORK
Inflate the boat with a pump, go there, row it, bail the water and row to the shore.

**
DORCAS
SOFTWARE
Present

The Oracle's Cave



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SPECTRUM software for sale or swap games such as Jet Set Willy, Kong, Alchemist, Pi-Eyed Cooke. Telephone for details Epsom (03727) 22319 ask for Richard.

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Continued on 142

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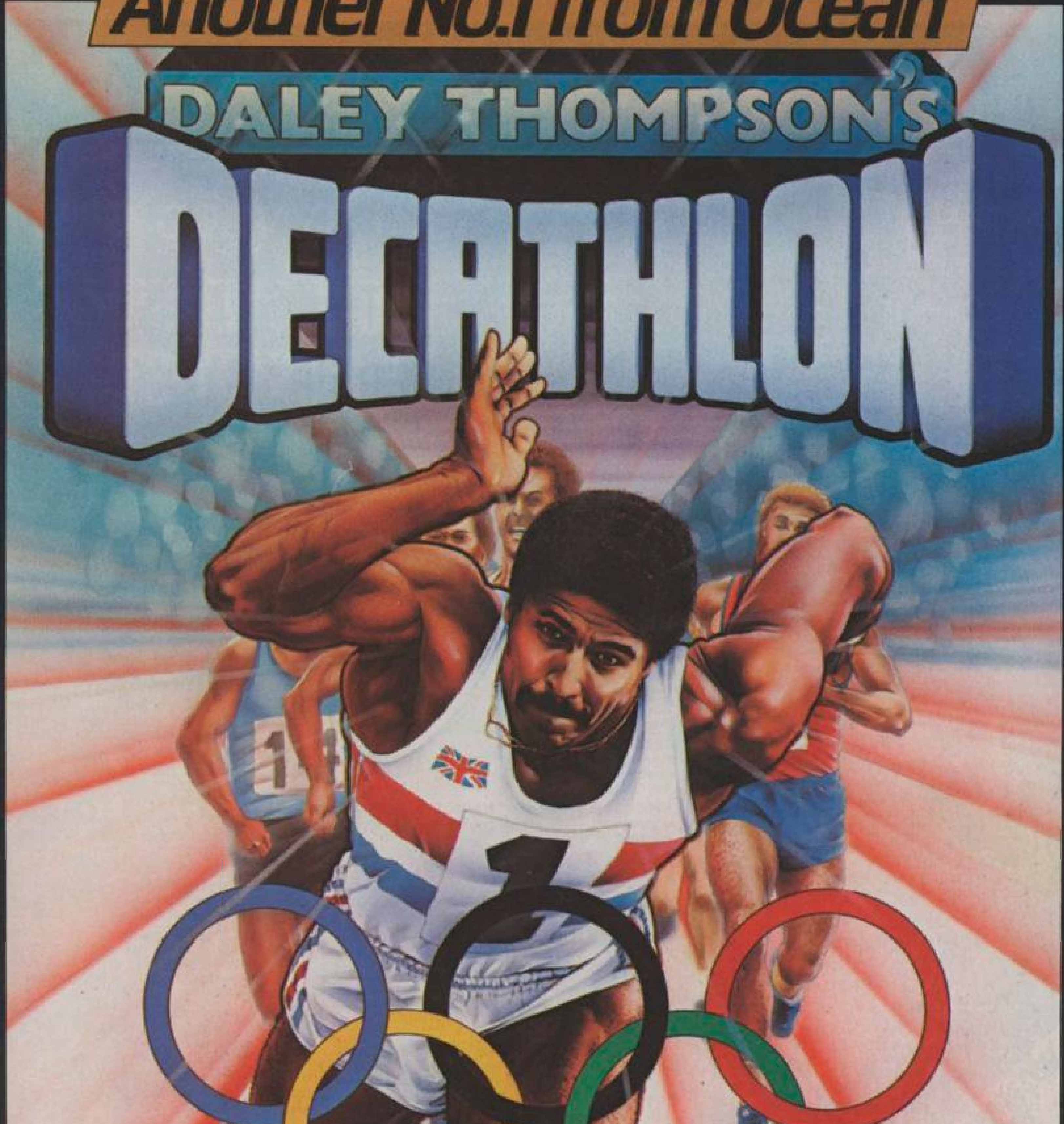

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continued from 112

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48K SPECTRUM, programmable joystick interface, joystick, cassette recorder and £70 software, £160. Tel: 0993 850237.

TI99/4A computer, extended Basic, dual cassette lead, Parsec cartridge, cassette games, book of 35 programs, all for £95-£100. Please contact D Wells, 24 School Lane, Appleby, Nr Scunthorpe, S. Humberide DN5 0AW.

ATARI 800 48K with Basic cartridge, program recorder, manuals, magazines, under guarantee, bargain £150 ono. Pole Position, £14, Donkey Kong £14, Jumbo Jet Pilot £10, many more. Tel: Newcastle 629346.

WANTED Commodore 64 software, eg, Pyramid, Valhalla, Hobbit, International Soccer, Setam/Revenge of Mr, BC Basic or Simons Basic. Tel: 061-733 0090 after 4, ask for Richard.

ONE ATARI VCS still in box, 5 cartridges, all games, Raiders of the Lost Ark, Asteroids, etc, willing to swap. Contact Scott Lynch, telephone 01-657 1245 after 6pm.

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FOR SALE Vic 20 with cassette unit, 16k expansion, top software and joystick. £100 ono. Tel: 061 969 0192.

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VIC 20 32K switchable memory. Lots of games and educational software. Manual, cassette, Introduction to Basic parts I and II, £200 ono. Tel: Harburn 243 after 4pm. Dale Mullarkey.

AQUARIUS home computer, also included is Snafu and Tron deadly discs games, £40. Tel: Oxford 772965.

SOFTWARE wanted for the TI99/4A. Telephone or write quoting the price. Lasse Overlier 2742 Grua, Norway. Tel: Norway (060) 75169.

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VIC + 16K cassette joystick motherboard super expander Vic kit 4 program reference guide + books + mags. £200 (originally £330). D. Page, Cranford House, Wellfield, Hartley, Longfield, Kent.

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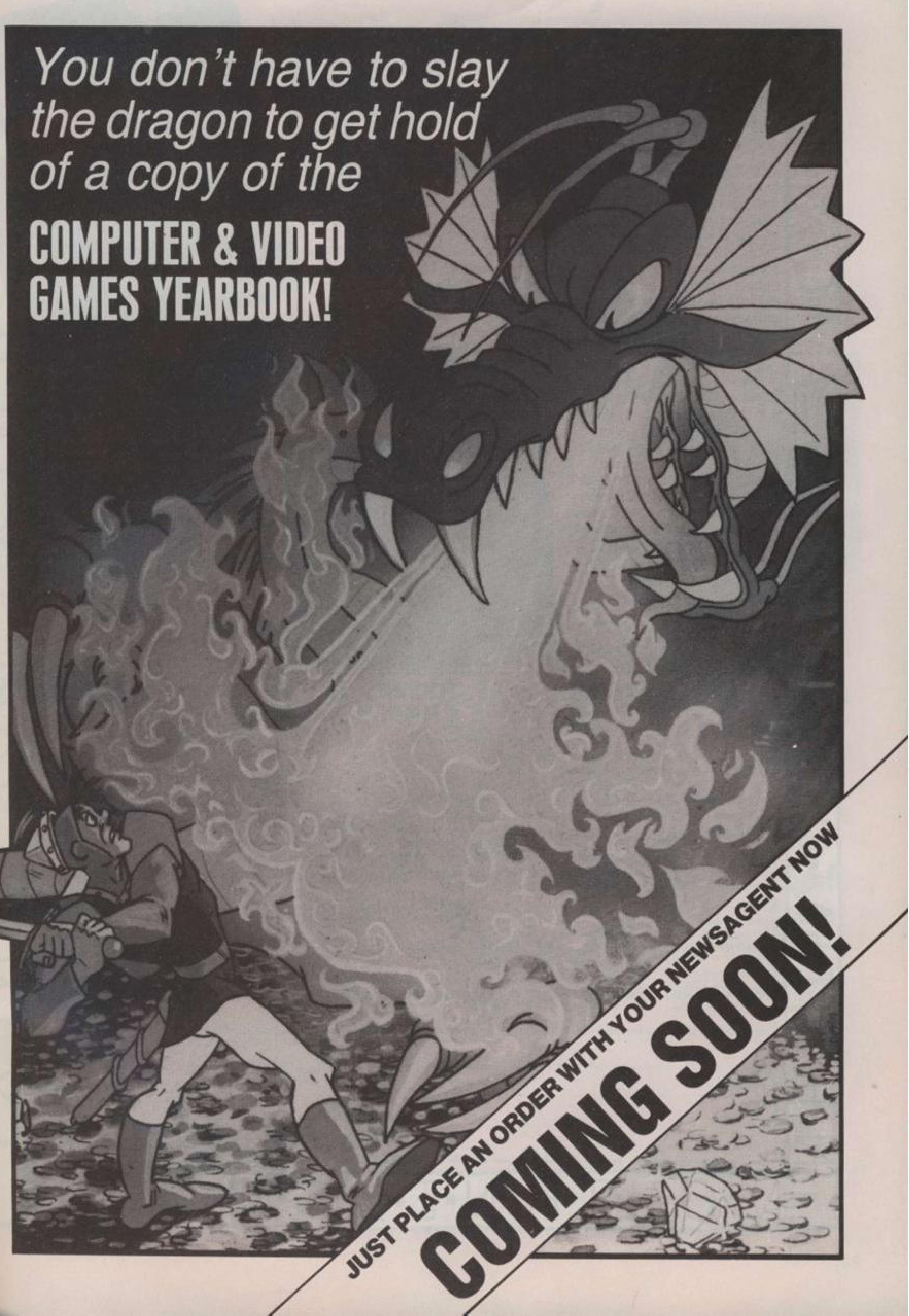

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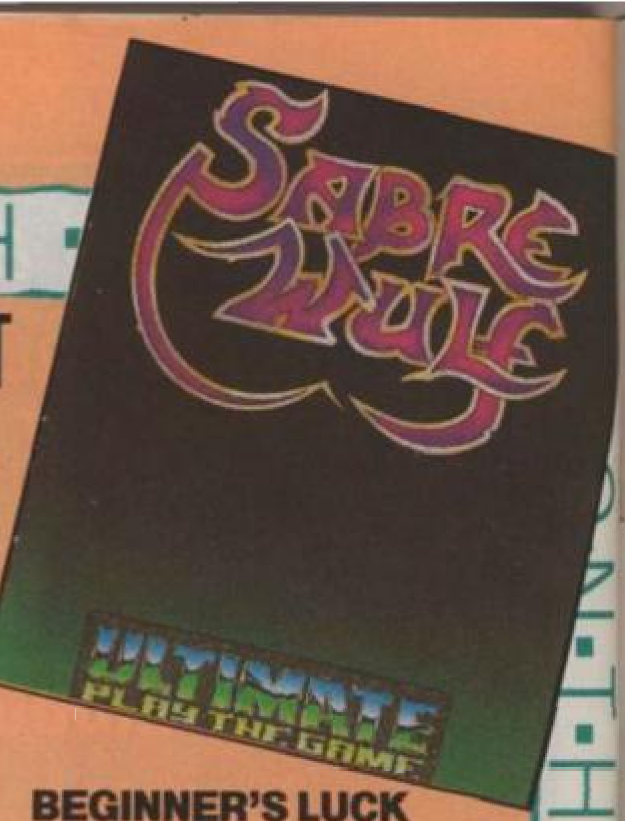
MAPPING OUT SABRE WULF

Since we started printing maps of your favourite games, you've been demanding more of the same. So who are we to disappoint you? Next issue we map out the terrain of Ultimate's latest challenging game, *Sabre Wulf.* It's a step by step guide to the jungle you'll discover once you've loaded this game into your Spectrum – and Professor Video will be along to give you a few hints and tips on the game too if he can find his safari gear in time!

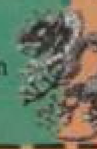


Calling all arcade aces – time is now running out for you to get your entry in for the 1984 Arcade Game Player of the Year Championship.

If you can chalk up a truly mega score on more than one arcade machine, then pop along to your local arcade now and get an entry in for the championships.

Fill in the form below and get your scores witnessed by the arcade manager or publican.

The finalists will play off later this month at a prestigious venue in London with a mystery arcade machine up for grabs for the top point scorer.



BEGINNER'S LUCK

So you've just got your very computer and you're sitting at home looking through the manual, gazing at the keyboard and wondering just what you can do with your new machine. Never fear, Bug Hunter is here! Yes, next month we begin a special series of beginner's guides which we hope will help you – the first time micro owner – to get the most out of your new computer. And we'll be presenting it in a wall-chart format too – so you can cut it out and stick it on the wall above your computer for an at-a-glance reference guide to the capabilities of your machine. Don't say we never think of our readers!

PLEASE ENTER THESE SCORES IN THE C&VG ARCADE GAMES CHAMPIONSHIPS

My high score is:	My high score is:	My high score is:
....	....	....
It was scored on:	It was scored on:	it was scored on:
....	....	....
(name of machine)	(name of machine)	(name of machine)
The manager of the pub/arcade who witnessed my score is:	The manager of the pub/arcade who witnessed my score is:	The manager of the pub/arcade who witnessed my score is:
....	....	....
His/Her Signature	His/Her signature	His/Her signature
....	....	....
Name/address of pub/arcade:	Name/address of pub/arcade:	Name/address of pub/arcade:
....	....	....
....	....	....

My name is ....

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Go hunting with CÆSAR THE CAT

Help Caesar clear the larder of mice. Hunting along crowded shelves you guide Caesar as he chases persistent mice which are devouring plates of food. Widely praised when launched on the CBM 64, acclaimed on the Spectrum, Caesar is now here for BBC B owners.

On cassette for BBC B and Spectrum £6.95 and CBM 64 £8.95.

Cuddle your own CÆSAR

We have had so many requests for a soft-toy version of Caesar, the lovable black and white cat featured in our much praised program Caesar the Cat, that we have had some made.

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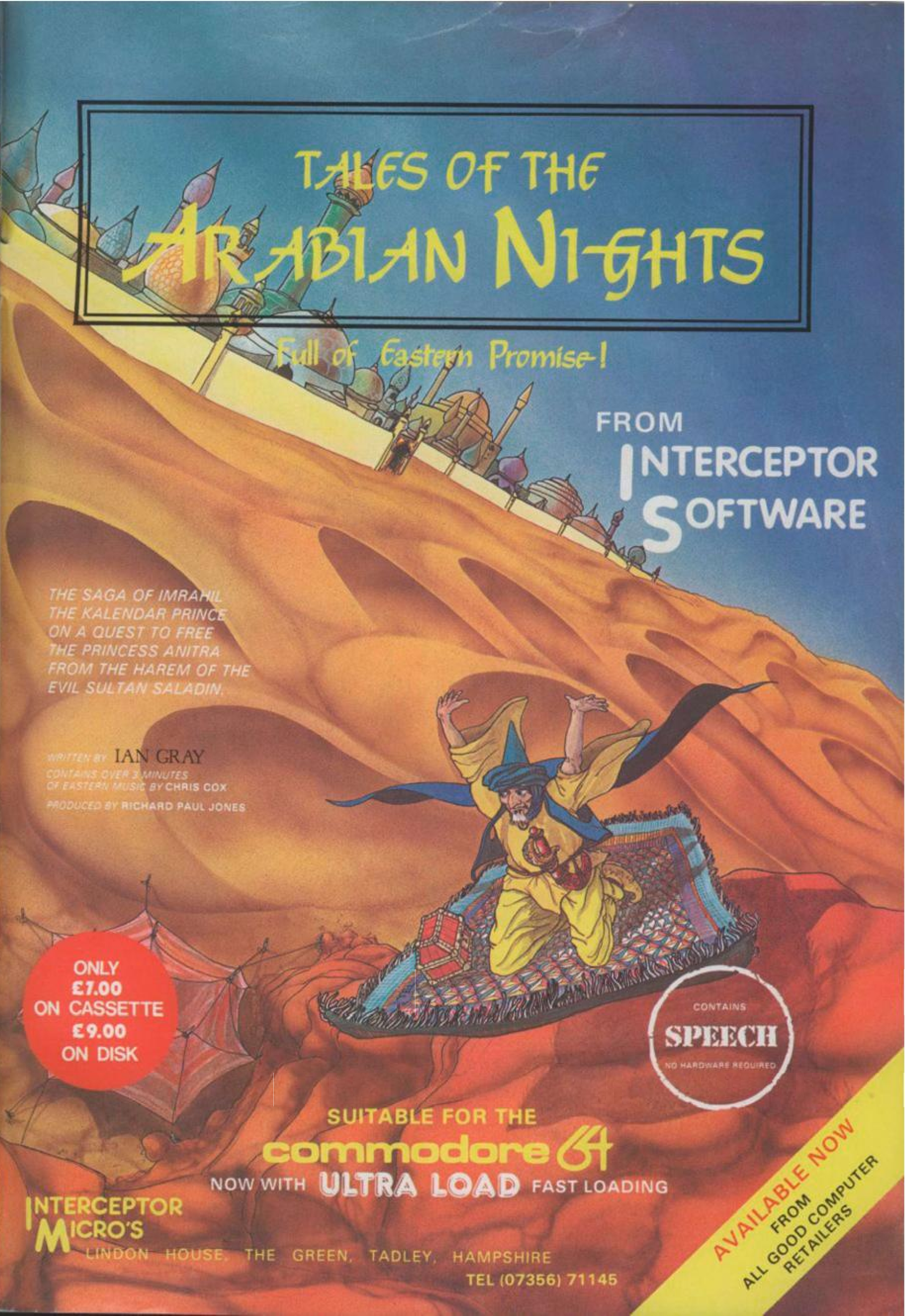

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